

Miracle

The old world is gone. In a blaze of flames and magic, it was torn asunder by the god Maletar, whose influence began to creep into the skies and the earth and the waters. In minutes, civilizations fell. Kings died. Families disappeared. What once had been a flowering Eden, preserved by the Three Pantheons, had been ripped apart.

The War of Gods had begun.

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Section 0: Introduction

Miracle is a game of Gothic Fantasy Roleplaying built to allow for a minimalist ruleset and brutal combat. Miracle uses a ruleset that maximizes narration and roleplaying outside of combat and includes fantastical simulation in combat to give the best possible experience for players without becoming too difficult to track and remember.

To borrow a needlessly obtuse term, Miracle is “nomothetic”; it aims to fulfill the tropes and archetypes of its genre, rather than being overly realistic. This does not mean that it cannot be changed to be so, but many of the decisions that are made about gameplay and setting elements stem from a desire to make a game that is interesting to play; combat, for instance, works in a time-tracking system in which weapons that may have been “authentically” used at the same attack rates have very distinctive attack patterns to make the game more interesting.

What is Miracle?

Miracle is a narrative-focused dark fantasy game intended to allow for rapid play and accessibility while including decent combat and magic systems that allow for a wide range of events to be modeled. It also includes a setting that can be used for a broad range of games, from heroic adventuring in an attempt to fix the world to a grim effort to survive in the wake of a war that has killed gods.

Miracle is built from the ground up to be beginner friendly, and include plenty of examples to make it easy enough to understand for a novice, but it is a fairly complex game and as such having some prior roleplaying game experience, at least with basic tabletop mechanics such as dice rolls, is recommended.

Above all, Miracle is built to offer a feel that many games do not; it mimics very particular styles and genres, and does so in a way that is intended to give a very particular feeling. It is built to be comparable to other games without being identical to them, which means that many of its rules mechanics are going to be similar or entirely different from other games. One mechanic that is somewhat uncommon is Miracle's roll-under system, in which a roll result that is less than or equal to a final value is needed for a character to succeed. It also calls the number needed for rolls a “modifier”, such as “Combat Modifier”, “Action Modifier”, or “Magic Modifier”; these are called such because they are a collection of modifiers, rather than a static number that is used.

Miracle does not define an exhaustive list of skill usages and difficulty thresholds for them; it leaves most of the balance and actions to the Game Master, who has a fair deal of responsibility. Cooperation between the Game Master and the other players is critical for Miracle to work, as many elements, such as character histories that function as an analogue for lists of skills in other games, require some give-and-take on interpretation.

Playing Miracle

Miracle is built to be played with only one twenty sided die, though multiple dice may speed up play by reducing the need to transfer the die between everyone making a roll.

Miracle requires two or more players; one player takes on the role of Game Master, while the rest of the players control individual characters trying to survive in the world. This is the tried and true formula, but you can mix it up if you want, like giving the Game Master their own character, or having some people play extra characters, or the like. From here on, the term “player” does not include the Game Master (or GM).

You will probably want a copy of this rulebook, unless you are comfortable playing from memory. A character sheet for each player, in digital or physical form, is highly recommended.

A Note on Numbers

Although it is somewhat uncommon, you may occasionally run into a fraction while playing Miracle. If this occurs, always round down, unless instructed to do otherwise.

Occasionally, you may be asked to scale a value. An increase in scale means that that value is doubled, while a decrease in scale means that it is halved.

The Setting

Miracle takes place in a fantasy world similar to many others, but with a few unique distinctions. The universe has been ravaged by a war between the gods, and its inhabitants, formerly accustomed to interacting with their divine patrons intimately, are now left with only the remnants of the War of the Gods and the changes that the gods have made. However, the promise remains that by worship and devotion, the gods may return to protect their followers or bestow blessings upon them.

Glossary

Attribute: Attributes are the core elements that make up a character—they represent their physical condition (Corpus), mental acuity (Animus), and magical aptitude (Spiritus).

Action Modifier (AM): The final roll used when a character is attempting to use a skill. The GM determines any special effects as a result of margins of success, and margins of failure may be important as well.

Blood/Bleeding: The main health system of Miracle; roughly analogous to hit/health points in many other games.

Channeling: The act of drawing mana through the pattern of a Word to activate a spell or artifact.

Combat Modifier (CM): The final roll used when a character is attempting to attack. Margins of success increase the effectiveness of the attack.

Combat Skill: A character element that reflects a particular area of aptitude, separate from a character's histories, that makes them able to function well in combat, healing, or magical tasks.

Game Master (GM): The Game Master is responsible for narrating the events around players' characters, setting circumstance difficulty modifiers for rolls, and arbitrating and recording decisions about rules interpretations.

Fatigue Cost: The cost of each individual Word in a spell (each Word that appears contributes, even if it is not the first of that kind of word in the spell). This is added to a magician's Magic Fatigue when the spell is cast successfully, or if additional mana is channeled to ensure the spell's success when it would otherwise fail.

History: A history represents a character's past lifestyles and training, and is used in most non-combat rolls that do not involve magic.

Magic Modifier (MM): The final roll used when a character is attempting to cast a spell or use an artifact that requires an activation roll. Margins of failure can be bypassed by spending Magic Fatigue points.

Margin: The number of points which a roll was above or below came above the final modifier of its roll. A Margin of Success (MoS) occurs when a character's roll is at least one point below the final modifier, and a MoF occurs when a character's roll is at least one point above the final roll.

Memorization Cost: The cost of the unique Words in a spell (each Word contributes only once) that is used to determine how difficult it is to remember an optimized spell and how easy or hard it is to cast that spell.

Milestone: Used with special abilities, each Milestone consists of two pieces of information—the rating required in the special ability to gain its effects, and the actual effects that reaching that milestone has.

Modifier: A modifier is the amount that a particular attribute, combat skill, or history adds to a roll; final rolls are either Action Modifiers, Combat Modifiers, or Magic Modifiers, and are usually made up of a collection of these individual modifiers as well as circumstantial modifiers determined by the GM.

Player: Unless otherwise noted, the term Player typically refers to an individual who controls a single character during the course of play.

Rating: The raw value of a particular attribute, combat skill, history, or special ability that is used to determine its milestone or modifier.

Scaling: The process of taking a number and doubling it (scaling up), or halving it (scaling down) used for a number of magical effects and some injury effects.

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People who have helped with this book:

SweetSoulBro, author of Ops and Tactics, which is an excellent game.

A variety of other members of the official #opsandtactics channel.

Section 1: Game Mechanics

All of Miracle's game mechanics are built to Allow for streamlined narrative play with simulated combat.

Core Mechanics

Miracle's main mechanic is the roll, which always uses a twenty-sided die. This die is rolled against a “target” determined by the sum of modifiers surrounding an action, and the result is referred to as a margin. The goal is to roll beneath the sum of all modifiers for a test. The difference between the target and what has been rolled is the margin; a roll of 6 against a target of 12 has a margin of 6.

Ratings and Modifiers

Characters in Miracle have a number of ratings that reflect their physical, mental, and spiritual capacities, as well as their background and training. These ratings take the form of attributes and histories; combat skills are trained separately from histories.

Calculating Modifiers

In Miracle, characters are built up gradually over time by increasing their ratings, but do not necessarily have modifiers to them. Every element of a character has a rating associated with it, based on the current rating of that element. The following table shows the rating for a particular element that is needed to reach a certain modifier; note that attributes, histories, combat skills, and races follow this chart, but that special abilities and magic utilize Milestones, which work differently (though they still have standard ratings).

Modifier Table										
Modifier	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
Rating	1	2	3	5	7	10	13	16	19	23

Going beyond a Modifier of +10 is possible at the GM's discretion; this usually requires 5 levels Rating per modifier (so +11 would be 28, +12 would be 33, and so forth).

Circumstance Modifiers

Over the course of the game, the GM may decide that a character's standard modifiers for a particular roll are not truly appropriate for the difficulty of an action, and adjust them by a certain amount. It is up to the GM to decide what modifiers are appropriate, and some characters may suffer a larger penalty or bonus than others (for instance, a dwarf climbing a mountain in adverse conditions may be at a greater disadvantage because they cannot reach between good holds).

Attribute Rolls

Most attribute rolls are made against a target of twice an attribute's modifier. These are referred to as “attribute rolls”, and are used, for instance, when a character might be attempting something that they do not have a history of doing, or that does not require particularly much training. For instance, someone trying to hold up a heavy object may be making a Corpus test, someone trying to reason around a trickster's logic may make an Animus test, or someone trying to hide their form in the magic around them may make a Spiritus test. The exception to this are “default rolls”, which occur when a character does not have the history or abilities they need to undertake an action, but the action is something that even a novice can attempt (like crossing a chasm by balancing on a rope), in which case the attribute may be doubled. Both Attribute Rolls and Action Rolls result in the creation of an “Action Modifier”, which is used for the roll.

Action Rolls

Action rolls are the most common roll; they are made whenever a character applies their skills to an action. Action rolls utilize a character's appropriate history (or, if multiple histories are applicable, the highest rated one) and add it to an appropriate attribute (as determined by the GM) to build a final target for the roll. This may be further modified by gear or magical effects, as well as the circumstances that a character finds themselves in. The final product of both Attribute Rolls and Action Rolls are known as an “Action Modifier”

Combat Rolls

Combat rolls will be more detailed in a later section, but here's a brief overview: Combat Rolls work by calculating a character's chance to hit into a final value, their Combat Modifier. This includes their Corpus Modifier (all ranged and melee attacks are made against Corpus), their modifier for whatever combat skill they are using, any gear-based or magic-based bonuses, and circumstantial bonuses. Once the Combat Modifier is set, it is then reduced by the defender's Evasion.

Magic Rolls

Magic rolls utilize a character's Magic Modifier; when a character goes to cast a spell, speak a word of power, or activate an artifact that requires an external mana source, they add their Spiritus Modifier, their current Channeling Modifier after their Channeling Rating is reduced by their Magic Fatigue rating, and their Special Ability Modifier for whatever magic they are attempting, or the Artifact Activation Modifier if they are activating an artifact. This is then reduced by the Magic Fatigue rating of the character. A character always increases their Magic Fatigue Rating by at least 1 when they use magic, but they may increase this by the margin of error to activate a spell, word, or artifact that they failed to cast originally. Allowing magic to fail does not increase a character's Magical Fatigue, but still takes the full casting time of the spell.

Magic Fatigue

Magic Fatigue occurs when a character has drained their magical reserves—it functions as a penalty to the character's Channeling Rating. When a character's Channeling Rating hits 0 as a result of Magic Fatigue, they can no longer access mana to utilize magical abilities until they have a chance to recover. Magic Fatigue heals at the rate of a point per minute when resting, though special abilities may allow characters to recover more quickly or while they are engaged in combat. Magic Fatigue does not normally recover during combat unless the character intentionally sits out to recover; in which case it will typically be removed at one point per round.

Elements of a Character

Attributes

The three attributes are Corpus, Animus, and Spiritus. They reflect a character's general proficiency at using their body, mind, and spirit. Corpus governs most physical actions, such as exertion of force, endurance, or reflexes, except for actions that require concentration more than reflexes or muscle (like picking a lock). Animus governs intellectual thought, information recall, and both physical and mental concentration, as well as social awareness and communication skills. Spiritus covers wisdom, a connection to mana, and raw willpower.

Histories

Histories measure a character's life achievements; these can be anything, so long as they fit within two simple rules:

- They are usefully detailed—it should not be possible to add or remove elements from them at will.

Example: Ryan decides that his character, Erethiel, is going to be a farmer. However, this is not usefully detailed, as it does not specify the depth and breadth of experience that they have. Erethiel is not just any farmer, but he's a frontier farmer, living on the edge of society and highly self-reliant. He knows how to make and repair most things, since he's had to do it in the past, he can track wild animals and build structures, and survive if he's caught out without supplies.

- They fit the setting—Anth is a large, diverse world with magic and technology that are frequently used; although most people lived in a traditional fantasy lifestyle, there were people who lived lifestyles more similar to the 18th and 19th centuries of our history.

Example: Erethiel is not just a frontier farmer, he's a frontier farmer hailing from the Republic of Lights in Celalinde, which has much more technology. While he's no mechanic or engineer, he's familiar with the basic construction and maintenance of things like firearms, coal-fired engines, and the like. Ryan rephrases Erethiel's history to state: “Frontier farmer and tinkerer, Republic of Lights”

- They have at least three separate listed uses, to make sure that they haven't become too specialized, and for quick reference and communication between players and the GM.

Example: Erethiel's "Frontier farmer and tinkerer, Republic of Lights" history has the following uses: cultivate plants, handle animals, and repair broken tools.

Characters are not required to limit themselves to having a single history, as they may have changed what they have done for a living several times in their life, especially if they are an ageless elf or have been resurrected many times. Histories can also reflect a character's training and preparation—a rookie may still have the "Eolin Guard" history, even if they never donned the uniform to go on patrol, just because they were properly trained to become an Eolin Guard.

The GM has final say over whether or not a particular history is appropriate. If they think that a history is too broad, they may split it into two different histories with an identical origin story and six listed skill uses.

Combat Skills

Combat skills are much more specific than histories; while histories are used for the majority of roleplaying elements, combat skills determine characters' abilities to fight off their foes. Combat skills are based on weapon type, and include a few other specialized skills that are appropriate for use in only certain circumstances. Note that histories do not provide bonuses towards the use of Combat Skills; a character's history does not reflect how rough-and-tumble they are. Most combat skills are used exclusively with Corpus during, with the exception of combat healing, which functions more like a history and is used with Animus, and Channeling, which is used with Spiritus.

Weapon Category Skills: Actually fighting is a skill that not everyone, even those with martial histories, may have. A comprehensive list of the types of weapons available in Miracle can be found in the Gear section, which is divided into a number of categories. Any of these categories may be taken as a combat skill by itself.

Maneuvering: Maneuvering skills are used when fighting foes in a manner that is more focused on moving them around than on dealing damage directly, as well as avoiding harm as a character moves around the battlefield. See "TODO".

Unarmed Combat: Unarmed combat is used when a character is trying to fight without weapons; in addition to the fact that the Unarmed Combat skill increases the likelihood of a character to hit their target, it also changes their damage; see "Unarmed Combat Damage" in the Gear section.

Combat Healing: Combat healing covers first aid and rapid response medical treatment. It does not provide a benefit for long-term care, the production of medical equipment, or alchemy, but allows characters to recover from damage quickly during combat with minimal lasting effects. See the "[Combat Healing](#)" section for more detail. Unlike the other combat skills, combat healing utilizes Animus as its primary attribute, rather than Corpus.

Channeling: Channeling is the act of drawing mana from the manasphere, and is used whenever a spell is cast, an artifact is activated, or words of power are invoked. Channeling causes Magic Fatigue (see “[Magic Rolls](#)”), and cannot be used without special training. Channeling is intuitive, and some people who don't know how to cast spells can still use it to activate artifacts that they have been trained to use.

Race

Characters in Anth have their race reflected in an abstract manner; much like histories, they provide benefits to specific skill sets, but may also count toward certain special abilities' cost to purchase and the like. Sometimes characters have fewer ranks in racial abilities

Character Creation and Advancement

Choosing a Race

The races of Anth are not entirely homogenous; there is a fair deal of variation between each and intermarriage has resulted in a number of individuals who do not fall neatly into any racial category.

A character gets four ranks to distribute between the races that reflect them—this may reflect a mixed parentage, or it may be a result of them exhibiting different traits than most other members of their race. In any case, characters are typically seen as belonging to the race that they most closely resemble and have the most ranks in; if a character has equal ranks in at least two different races, however, it is usually obvious that they are of mixed ancestry, though hybrids among similar looking races, like elves and humans, can be mistaken for one or the other.

Most of Anth accepted individuals of mixed race prior to the War of the Gods, but with the highly insular societies that have formed since then, even having a distant relative of the wrong race may get someone kicked out of a settlement or attacked. Elves in particular are known for their tendency to distrust the other races, since they frequently worship gods that turned on the Elven Gods.

Because of the exotic bloodlines that many inhabitants of Anth have, they may forgo choosing up to two of their rank selections and instead use them to buy special powers (see “[Other Races](#)”).

Elves

The Elves of Anth are a race that prides itself on order and stability. Blessed with unnaturally long lifespans and the ability to resurrect their fallen, the collapse of Elven society in the War of the Gods has left them without the comforts they used to enjoy, and they now find themselves on equal footing with other mortals in ways that they had never been before Anth was shattered.

Elves of Anth stand an inch or two taller than the average human, and have wild skin, hair, and eye coloration that is unique to each individual. It is rare for an elf of either gender to weigh more than

twenty pounds per foot of height, and even the most muscular elves weigh no more than a hundred and forty pounds. Typically, their skin is monotone, but some elves have exotic patterns. Elves are particularly magically active, and extreme exposure to magic can cause their coloration and patterning to change, though this is just as erratic as elves' born coloration. Elvish features are frequently more sharp and delicate than humans', though some elves are distinguishable only by their hair or skin color.

Half elves are not subject to the wildly fluctuating appearance of the elves; they may have the height and features of an elf, but they will always receive their pigmentation based on the non-elf parent's. Some elves are mistaken for half-elves if their coloration falls into human range, while some half-elves from exotic races or with tattoos or other body modifications can look exotic enough to be accepted as elves.

A character's Elf racial bonus is applied to their Spiritus rating. The Elf background tends to give a number of bonuses, including knowledge of the world of Anth, craftsmanship, and other skills that were frequently practiced by the long-lived elves. Mostly, however, the Elf racial background offers a benefit to social interactions with elves, something that is important to consider in the dark corners of the Worldshards.

Humans

The Humans of Anth, on the other hand, are traditional and social in their nature, forming bands based around common interests and ideology. More adventurous and more innovative than the Elves, they still valued their fellows highly, a trait that enabled them to work within and often excel at their roles in Anth's elf-dominated society. Humans, however, have had greater schisms in the War of the Gods than the Elves, in part because both the Southern and Northern human pantheons have members on both of the sides in the War of the Gods.

Humans of Anth resemble real humans, with a variety of skin colors that ranges from pale to black, with coloration typically being brown or reddish where it exists. Human hair color can range from blonde to dark black, and is often impacted by the effects of age or an inhospitable environment.

The Human racial bonus is added to a character's Animus rating. The Human background gives a bonus to the Combat Heal combat skill equal to its rating, as well as to physical activities such as acrobatics and long-distance running, as they have better endurance and speed than the other races.

Dwarves

The Dwarves of Anth were rare prior to the escape of Maletar, but now they have become more common, as their individualism and adaptability kept them less complacent than the other races of mortals. They have often faced prejudice in recent days, especially as a result of their separation from the other races and their disregard for Elven traditions, something that led them to become associated with Maletar subtly even prior to the opening of the Rift, and has now caused them to become scapegoats for the problems that have befallen the world.

The Dwarves stand three to five feet tall, with most being just above four feet in height. They tend to be heavy, weighing as much as fifty pounds per foot of height for males, and forty to forty five pounds per foot of height for females. Males are known for their beards, and all Dwarves grow thick layers of muscle that not only provide great strength but also serve as a second skin. Dwarvish features are softer at the edges than humans' or elves', but make up for this by being particularly solid and thick.

Dwarves' racial bonus is applied to a character's Corpus rating. The Dwarf background gives a bonus to Protection equal to its rating, but also causes a similar penalty to social interactions with non-Dwarves. Dwarves also move slower than most other races, and the Dwarf racial background may become a penalty in situations where speed is of the essence. Despite their short stature, Dwarves are still Size 0 creatures.

Other Races

Anth is full of races created by one god or another to fill a need, or even by Maletar as part of his schemes to take over the world. In order to create a race, consult with your GM. Each race should provide a bonus to an attribute rating, and one bonus to appropriate histories or combat skills. Races can provide two bonuses to different types of history or combat skill if they penalize another, and three if they penalize two skills or types of history, though that should be the limit. Note that racial modifiers apply not to the *modifier* of the attribute, history, or skill but rather to the rating. Both attribute and history or combat skill increases can be switched directly for ranks in a special ability, though penalties cannot be given to a special ability.

There are a few considerations for this: Unless a race has obviously human or elven features, (and even often if they do), they suffer penalties to social interactions equal to their Racial background, as these characters are considered monstrous and often trace their heritage back to Maletar. Non-humanoids may need to have custom hit location tables made for them, similar to the ones that some vanguards utilize; it is up to the GM to determine what is appropriate in this circumstance.

Other Races as a Game Mechanic

Sometimes a player may choose to play something that is not a race in and of itself, but the character has an interesting unique mechanic. Undead, for instance, can often be handled as a race, with their special abilities being a reflection of the abilities that they have gained in their reanimation rather than the race that the character was prior to their death.

Hit Location Table

Most characters have five hit locations; Head, Body, Legs, Left Arm, and Right Arm. These are chosen because they are important in combat; a hit to either leg will impact a character, but since characters are likely to be wielding weapons two handed, use a sword or shield, or otherwise use both hands during a combat, they will be hit there.

A standard humanoid has the following hit location section on their character sheet:

1: (1-10) Body	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2: (11) Head	<input type="checkbox"/> <input type="checkbox"/>
3: (12-16) Legs	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
4: (17-18) R. Arm	<input type="checkbox"/> <input type="checkbox"/>
5: (19-20) L. Arm	<input type="checkbox"/> <input type="checkbox"/>

The numbers on the left reflect the roll result that indicates a hit to a particular location, while the boxes to the right determine the amount of damage that each location takes.

Humans can take five points of damage to their body before it is destroyed; each point of damage provides a -1 penalty to AM and CM for all actions, while complete destruction results in death for the character.

Human heads can take two points of damage before being destroyed; the first point of damage provides a -2 penalty to all rolls, while the second results in death.

Legs typically can withstand four points of damage before being destroyed, and each point of damage halves a character's movement speed (that is, it scales it down). It may also apply a -1 penalty per point of damage to certain AM's and CM's. Destroyed legs mean that a character can move 5 yards per TU and are incapable of attempting certain actions.

Human arms withstand two points of damage each; an injured arm receives a -2 penalty to AM and CM for all actions that involve it. A shield held in an arm which has been damaged is treated as being a size smaller; tiny shields become worthless. A destroyed arm cannot be used to hold a weapon or shield, and provides a -5 AM and CM penalty to all actions involving it.

It is up to the GM to determine the damage boxes for hit locations of exotic races, as well as the rolls needed to hit certain locations. No race should have more than five hit locations; any non-human features gained in addition to arms should likely be included in the Body hit location if logical, or replace a certain limb. Dwarves and elves use human hit locations, though characters who are at least half dwarfish can survive one more point of damage to the head than their brethren..

Allocate Attribute and General Points

During character creation, characters receive a number of points determined by the GM, typically 90. These points are separated into Attribute points and General points (in the standard setup, this is a 30/60 split); attribute points must be spent on a character's core three attributes, while general points can be spent in any way that a player desires. Attribute points must be distributed during character creation, but other points may be retained for later expenditures.

During play, all advancement points are considered to be general points.

Select Special Abilities

Special abilities may be selected from among a number of entries (see the Special Abilities list), or they may be designed in collaboration between the GM and players. Special Abilities have ratings and “Milestones”; when a number of points equal to the Milestone’s rating requirement are placed in a character’s value of the special ability, that Milestone’s effects begin.

Calculate Derived Attributes

The final step in character creation and in maintaining characters during play is calculating derived attributes. Characters’ record sheets should be updated with these derived attributes for reference, though they can be calculated again at any time if conditions change (magical effects that do not recalculate derived attributes are explicitly noted as not causing recalculation).

Speed

Speed determines the order in which characters move in combat; a character with a high speed will move first, while a character with a low speed will move last. For more on this, see “[The Combat Round](#)” in the Combat section. Speed is equal to the higher of a character’s Corpus Rating or their Animus Rating, plus any special abilities they have that increase Speed. Effects from armor are factored into this as well.

Stun Rating

Used in combat situations to determine the margin of success required on a hit to stun a character, this is equal to a character’s Corpus Modifier, plus any special abilities that they have that increase the resistance. Armor’s stun resistance is not included in this number, as it is only brought into play when an attack hits the armored part of their body.

Blood

Blood is a catch-all for health in Miracle. It is a combination of a character’s pain tolerance, toughness, and just plain will to live. It is lost when a character is damaged in combat, or as a consequence for some failed rolls at the GM’s discretion.

A character’s Maximum Blood is equal to a tenth of a character’s total points, plus their Corpus Rating. It is also increased by any special abilities, magical effects, or gear. Characters begin the game with their Blood rating equal to their Maximum Blood, unless the GM deems otherwise. Characters who increase their Maximum Blood get a bonus to their Blood immediately that matches the increase they have just gotten.

Hit Difficulty

Hit Difficulty is a character’s ability to apply circumstantial penalty modifiers on all attacks going toward them. This is almost always 0, though some special modifiers or circumstances may

change this.

Select Words and Spells

Characters who are a Wordcaster or Spellcaster (see “Special Abilities”) may start the game with any spell or Word that is appropriate for them already learned. They are restricted to the normal limits on Word and spell memorization costs (see “[Learning Words](#)” and “Learning Spells”), but may start the game with any Words that do not have an alterant (see “Word Alterants”) and any Spells that they can memorize.

Combat

Combat in Miracle is similar to a standard skill roll, with a d20 roll trying to result in a lower result than the character's Combat Modifier. A character's Corpus, skills, gear, and special abilities determine their Combat Modifier, or CM, when they attack. This number is then reduced by the target's Avoidance, to create what is known as an Attack Threshold. The d20 is then rolled. If the result is higher than or equal to the final Attack Threshold, the attack misses. Otherwise, effects are applied based on a number of situational elements. A combatant who is hit by an attack will typically gain Bleeding and may even suffer additional egregious effects depending on the final modified result of the attack roll.

The Combat Round

Characters in Miracle fight using a simplified combat round mechanic. Each combat round, a character is given 6 Time Units, which are used for a number of different actions. Combat rounds resolve in order of time units; characters with the highest Speed (which is typically their Corpus Modifier, but may be modified by gear or special abilities) go first. However, characters cannot declare an action before someone who has more Time Units remaining than they do.

For example, a character with 11 Speed and 6 TU will move before a character with 6 Speed and 6 TU. If the faster take an action that spends any number of Time Units, they are required to wait for the slower character to deplete the same number of TU's before they can declare another action.

Waiting and Response

There may be times when a character wants to wait or respond to an action as it occurs. A character who does not declare an action may spend a TU to declare an action at any time between that point and when they would normally go again. The action resolves when they would normally get their action in the TU in which it would now resolve. A character who is waiting can interrupt another character; the waiting character declares their action before the other character does.

For example, someone who chose to wait while they had 5 TU winds up with 4 TU, but can move again at any point before their next action to take an action. If this has no Resolve time, it occurs

instantly (see “[Declare, Resolve, Follow-Through](#)” below); otherwise the Resolve and Follow-Through on the action occur when they would normally happen; if they declared an action with a Resolve time of 1 it would occur when all characters with a higher Speed and have 3 TU remaining have declared their actions.

Declare, Resolve, Follow-Through

Actions are declared when a character is ready to declare an action, as mentioned in the previous passage. Once an action is declared, the character loses TU's equal to their

Transitioning Between Combat Rounds

Combat rounds are an arbitrary mechanic used to simulate the passage of time, magical effects, and blood-loss in combat. Characters who begin an action in one round may continue it into the next, effectively spending TU from that round before it technically begins for most of the players. When all characters have 0 TU, the next turn begins.

When a transition between combat rounds is made, there is a special order to events. First, any actions that resolve with 0 TU remaining resolve in the normal order according to any acting characters' speeds. Then characters' Blood is reduced by their current Bleeding value. Finally, any lasting magical effects with a sustain duration equal to zero are removed.

Surprise Attacks and Noncombatants

Characters who are not active in combat do not declare actions; this can happen for any number of reasons, such as a character choosing simply to flee combat without any care for participating in the battle, or someone who is not aware of the fighting or is entirely unaffiliated with any fighters and does not care to intervene.

A surprise attack occurs when one group of characters decides to do something in stealth. This requires the characters to sneak up on their opponents well enough to passably assail them. A surprise attack against an unsuspecting opponent functions identically to a normal attack; the GM may choose to give a situational bonus to the CM of a character to reflect the increased likelihood of hitting.

Until the first attacks are declared (or any magic used to provide bonuses or penalties for the combatants is cast), the first combat round has not begun. Once the first attack is declared, combat rounds are tracked to make sure that events unfold as desired.

Once attacks are resolved, unless all targets are killed or remain unaware of the combat, the newly alerted combatants will begin their actions on the next TU following the resolution; if they are hit with attacks that resolve in TU 5 they will not be able to declare attacks until TU 4.

Maneuvering and Positions

Combat in Miracle does not use a grid based system, instead relying on Positions. Positions

reflect an individual close-quarters fray. Anyone within a Position and in the fray may make melee attacks within other characters in the Position. Characters are associated with Positions, and may choose to be in or out of the fray. Someone who moves out of the fray is still subject to an attack, but their assailant must leave the fray with the express purpose of meeting them.

Moving between Positions is a feat that is up to the GM; Positions are tracked relative to each other using distances, but there may not be a straight route between positions, the terrain may be hazardous, or there may simply be nothing but thin air or solid rock between two positions.

Traveling between two standard positions takes 1 TU per 50 yards for most characters. Some characters may have a slower movement speed. Traveling through hazardous regions doubles the amount of TU required (though 1 TU may be spent to move 25 yards). The GM may rule that some routes cannot be followed by certain characters and specify both a “bird's-eye” route for ranged attacks or flying characters and a “foot travel” route.

The GM may also rule that some positions, like those on two different worldshards, simply cannot be moved between unless characters have particular modes of transportation or movement methods.

Fray

The “fray” is the center of combat in a Position. It is the place where combatants engage in hand-to-hand combat in that particular area. Any character in a given Position is either in the fray, or out of the fray. If a character is out of the fray, another character may follow them out of the fray, shifting the fray to them. This is done the same way as entering Fray, and it leaves both characters open to melee attacks once the action resolves.

Hit Effects

Attacks have an effect based on the final modified result of the roll. Typically, this is done to a character's Bleeding value, but some weapons have the nonlethal quality, meaning that they only do locational damage (but cannot destroy a limb entirely) and cause stun or shock.

An attack that merely meets CM will cause any effects that a weapon specifies. However, these effects are increased by a number of other benefits and bonuses. For every five points by which an attack exceeds the threshold it will cause a point of locational damage (see “[Hit Location](#)”), and an attack increases an opponent's bleeding by treating it as a modifier on the Rating table. An attack that exceeds by a margin of 4 and has a +1 weapon bonus will give 4 Bleeding (3 from the margin, 1 from the weapon) and cause no locational damage. If an attack does more than one point of locational damage, it all resolves in a single location.

Damage

Damage taken is dealt either to Blood, Bleeding, or a specific body part, unless an attack or

weapon specifies an alternate type of damage.

The majority of damage in combat comes in the form of Bleeding, which is a constant effect that causes a character to lose Blood. A character who bleeds out during combat can be revived if treated quickly enough, but will die without medical intervention.

When locational damage is done, a roll is made against a character's Hit Location Table (a standard Hit Location Table is available in the Character Creation Section). Unlike bleeding, locational damage tends not to endanger a character's life unless they are hit in a weak spot like the head; it is usually an inconvenience rather than a death sentence.

Blood and Bleeding

When a character is hit, their Bleeding increases by the margin of success interpreted through the modifier table (that is, a margin of 5 increases Bleeding by 3). For a non-lethal weapon, this is doubled and dealt directly to Blood.

Hit Location

Characters in Miracle have a pool of Blood and may suffer continual Bleeding damage, but this is further complicated by the fact that each character has an additional way of tracking damage; locational damage is associated with a particular body part, and has its own special effects.

Each body location has a number of Durability points, represented by boxes on the character sheet, while Blood and Bleeding are general ratings that apply to the whole character rather than a specific region. When a character's Durability boxes are crossed out as a result of taking damage, effects based on the destruction or complete disabling of that body part occur. Each box checked results in a -1 penalty to all actions, including attacks, that utilize that body part, while a limb that has all its boxes checked becomes unusable. Damage to the head applies a penalty to all actions. A character whose groin, torso, or head are completely damaged dies or enters torpor. Damage to a certain location can be blocked by armor, which is treated as a set of boxes of damage that are lost before limb functionality is lost; this armor can be repaired by anyone with a background in working with armor, or by soldiers. A hit with a nonlethal weapon cannot destroy a body part entirely, however, and someone using a nonlethal weapon must hit someone who has lost all but the final point of Durability in a location to destroy it.

Knockdown

When a character takes locational damage that is not stopped by their armor, they must make an AM to remain standing. This can be a Corpus AM (not a default roll), or use the character's Corpus and an appropriate history if it is better for the character. This is further modified by some special abilities.

Healing Locational Damage

Durability can only be restored through rest and care or rapid intervention; an appropriate background or the Combat Heal skill can be applied to a character's rolls to reverse locational damage. In the case of histories that permit healing, this test can be made daily, and includes the healer's Animus Modifier, an appropriate history modifier, and the target's Corpus Modifier with a circumstance penalty equal to the number of times they have attempted strenuous actions (such as entering combat or climbing a ladder) in the past forty-eight hours. Just being in combat counts as a number of strenuous actions equal to the number of rounds that a character has fought.

Nereth is attempting to treat Erethiel's wounds after he has been hit with a minotaur's battle-axe. Since he failed to treat the wound during combat, he is using his Animus Modifier and his House Legaethiel Medic history to give him a final Action Modifier of 14, and Erethiel's Corpus Modifier of 7 brings that total to 21. However, since the fighting was in the past 48 hours, and Erethiel was in combat for two rounds after getting hit as he had to continue to fend off the minotaur's blows, and another three rounds to fend off wolves. Since Erethiel had to trek across treacherous terrain to reach Nereth, he has had to climb not one but two embankments, and the final Action Modifier is reduced to only 14.

A character attempting to use the Combat Heal skill to treat a wound during combat uses their Animus and Combat Heal Skill to determine their Combat Modifier. See "[Combat Healing](#)".

A character who is able to function can attempt to use the Combat Heal skill on themselves, though any penalties that would apply as a result of their injury still apply. Only one healer's skills may be applied to this roll, though a healer can aid multiple people in any given days.

Healing locational damage without treatment only occurs if a character does nothing more strenuous than eight hours of travel at walking speed on foot; a forced march will cause them to exert themselves too much for a damaged body part to heal. This takes a week for each box of damage removed.

Losing Limbs

Any limb that takes two or more damage in a single hit after it has been destroyed is removed entirely; either it is mangled beyond recognition or physically torn from the body. This can happen to an undamaged limb if sufficient damage has been received (i.e. a hit that does 4 locational damage to a humanoid's undamaged head). Nonlethal weapons cannot normally cause a limb to be lost, but a particularly catastrophic hit on an already heavily injured target may lead to dismemberment.

Stun

Characters who take a hit with a margin of success that exceeds their Stun Rating become stunned; any sustained actions they are attempting fail to resolve, and the remaining time to their resolution is added to any follow-through time that they may have. If the action they were attempting

has no follow-through, the remaining time becomes the action's follow-through time unless it was an attempt to cast a spell or speak words of power. A character's armor may specify stun resistance, in which case the character's Stun Rating is treated as being increased by the armor's stun resistance rating.

Getting hit by a damage-causing spell works differently; the sum of a spell's Damage and Stun effects is used rather than the margin of success of the MM roll, and only Locational spells can cause Stun.

Bleeding Out

Characters who run out of Blood are in trouble. A character who has lost all of their blood becomes unconscious, but Blood can go into negative ratings. Once a character has gained negative Blood equal to a tenth of their total advancement points, they die. Until then they are merely “in shock”, and require medical treatment.

Combat Healing

Combat Healing is a specialized combat skill that aims to treat the physical damage that characters receive during combat; it is not intended to be used to treat diseased or poisoned patients, nor does it help characters who have been injured to recover over time.

Combat Healing is used during combat to reduce a target's Bleeding rating or mitigate the effects of location damage. A CM using the character's Combat Healing skill and their Animus will reduce Bleeding by one point for each MoS, and mitigate the effects of one point of location damage (but not heal the damage) for the remainder of the combat. Only location damage from the current combat can be treated in this fashion.

Combat Action Checklist

Step 1: Declare Action

The first step in taking any combat action is to declare it formally. The roll is not made yet, but the character's intention is locked in stone at this point. The character loses TU equal to the action's Resolve cost.

Step 2: Resolve Action

Once a character declares an action, they have to wait until a certain amount of time has passed in order to resolve their action. Once they would normally move, they resolve their action, and lose TU equal to the Follow-Through cost of the action that they just attempted.

Step 3: Finish Follow-Through

After an action is resolved, a character may lose further TU. Once they are ready to go again,

they may Declare Action, or wait to respond to another action (or just wait)

Resolving Attacks

1. Roll against the CM of a character, any of the gear and magical effects on them, and any circumstantial effects such as an inclement environment or special modifiers on the defender.
2. If successful, determine the Bleeding, Stun, and Locational Damage using the appropriate sections.
 - 2.1. If the margin exceeds the target's Stun Rating and the target has partial armor coverage, or if the attack was effective enough to cause Locational Damage, or if the target was blocking, roll for location against the target's Hit Locations. If Locational Damage is caused to a character and not stopped by armor, they make a Corpus AM to remain standing. If the target's shield is hit, apply damage to the shield.
 - 2.2. Apply damage to target.
 - 2.3. If target's Stun Rating plus any armor bonuses was exceeded by the attack's margin plus any weapon bonuses, the target's current unresolved action is canceled per the “Stun” section.

Resolving Spells

For spell resolution, see the [“Resolving Magic”](#) section.

Other Combat Actions

The following is a list of sample actions that can be done during combat; it is not exhaustive but aims to give a baseline of activities which characters may wish to attempt.

0 TU:

Shout a warning. [0/0]

Drop an item. [0/0]

1 TU:

Enter fray or move fray to opponent who is out of fray. [1/0]

Leave fray. [0/1]

Pick up an item. [0/1]

Block with a shield. [0/1]

Switch weapons. [1/0]

3 TU:

Combat Healing [2/1]

6 TU:

Equip armor (if not otherwise specified by armor). [5/1]

Magic

Magic in Anth is formed from the primordial Words of Power. The gods can access mana directly and warp it, but mortals have found that they need to figure out a more formal way to exert their will and channel it into magic.

The centerpiece of magic is Channeling, a combat skill. A magician's Channeling Rating determines the number of spells they can cast before running into issues with magical fatigue, and also lets them have a greater chance of successfully casting spells. Mana, magical energy that has existed in the universe since before the gods became aware of it, can be drawn from the manasphere into the physical world to accomplish desired effects when channeled correctly.

The Basics of Magic

Magic is cast using spells, which are essentially a set of instructions for mana. While a character is casting a spell by using these instructions, they attempt to draw mana through them to activate the effect successfully. This is a process referred to as “channeling”. It is perhaps best described as making mana fit certain patterns; a mage who has failed to successfully cast a spell can simply try to channel more mana to make it “work”.

Magic does not always require any physical, verbal, or sacrificial actions, though some spells may use these to make it easier for the magician to channel mana.

Types of Casting

There are two sorts of caster in Anth; Wordcasters and spellcasters. Both of these magicians use the same mana in the same way, but do so with different methods.

Wordcasters interact with mana directly, using the primordial Words of Power to force it to do what they want. This gives them a fair degree of flexibility, but they are limited by the words that they know. These words are less efficient than an optimized spell most of the time, typically taking more time to cast, but the flexibility is preferred by many.

Learning a Word is a gargantuan effort. Words are difficult for mortal minds, and even the gods, to comprehend. Most magicians who become Wordcasters rely on constant practice and effort in order to find a working Word, even with the instruction of a mentor or tutor, and only a few naturals can remember a Word that they have cast only a few times. Since the War of the Gods, magical training has become much harder to come by—grimoires can contain Words, but making a functional spell out of individual Words read from a grimoire is essentially impossible as the notation required would scrawl

across multiple feet of material or many pages of a book.

Spellcasters, on the other hand, interact with mana by using prepared spells. These spells, rather than being composed of raw Words of Power, have been analyzed and researched extensively to be as efficient as possible. While spellcasters cannot get the individual Words of Power back from their spells, there are some benefits to their methods—they sacrifice flexibility for efficiency and ease.

Ironically, spells are often as easy to learn if not easier than an individual Word; any sequence of Words of Power will contain repeated patterns of magical energy that can be initialized in a single action for a more expedient casting process.

An individual may be both a Wordcaster and a spellcaster; those who know both forms of casting may attempt to compile the Words of Power that they know into an optimized spell, a process that requires extensive research but produces a custom-tailored spell. Spells can also be used for grimoire casting; as they can usually be compressed into simple enough magical notation to fit on a single page.

Magical notation makes transfer of magical techniques possible; both optimized spells and raw Words of Power can be recorded into a grimoire (a magician's term for any book or scroll with magical notation contained within), but it is typically not possible to use Words of Power from a grimoire because of the difficulty of studying all the patterns required within the time needed, and so they must be committed to memory. Someone who is literate with magic can read the grimoire and determine if it contains a Word or a spell, and if they are capable of casting either they can attempt to study it to learn it; this requires an appropriate history and uses the Animus attribute. Magicians can also instruct each other to channel mana correctly if they have some magical ability that allows them to detect fluctuations in mana, such as the Special Ability “Magesight”, or any of a number of appropriate spells.

Magicians are intuitively aware of the shape of the patterns of spells they are casting, though if they are unfamiliar with the component words they may not know what they are doing. In very rare cases, a magician has stumbled upon a functional spell or Word by luck and been able to remember it well enough to cast it again.

A character's ability to memorize spells and Words is based on the level of their Wordcaster or Spellcaster special abilities; they may memorize any number of spells or words that have a combined memorization cost equal to their Spellcaster or Wordcaster ratings, respectively.

Not all Words are created equal; there are many Words to achieve the same effect, and some are more efficient than others. Since the disappearance of Garalas, many Wordcasters have been forced to resort to using the Words that they have rediscovered; she had maintained the Tomes of Garalas, central hubs of information for everyone living on Anth, Gilin, and Mar. Likewise, some very simple words to memorize require a lot of time to channel mana through correctly.

Targeting Spells

Spells always have an object Word that determines how they are targeted; most spells require a magician to be aware of the final activation point of the spell, typically through line of sight, though other senses sufficient to give a reliable measurement of physical position work. The exception to this rule are spells that utilize a True Name as their object Word, which can be cast from any location and reach their target, though their effects may have additional range limitations.

In some cases, a spell may have multiple possible Object Words joined together; if this is the case the spell will trigger for all proper targets, and fail for others. A spell with multiple Objects that have the same valid target can apply their effects multiple times, but a single Object may only effect one target once.

Even if a magician is unaware of a spell's actual effects, they may target it as they will. A mage does not have to select a target. In this case, the spell fizzles.

Tracking Active Spells

Spell effects are tracked separately from each other if they have different types of effects. Spells with an Instant effect simply apply those effects immediately, while spells with Lasting effects will create those effects with a Sustain rating of 0. Each time a combat turn ends, an effect's Sustain duration decreases by one, and if its rating is 0 it is removed from play.

Artifacts

Artifacts are frequently found throughout Anth; a catch-all phrase for both freshly created and ancient magical items, they function in a variety of ways, but many require the user to make a Magic Roll to activate.

Creating any artifact requires access to a number of magical reagents; almost anything in Anth has magical properties, but some rare items change the flow of mana noticeably, and allow a simple magical pattern to unfold into more complex ones suitable to utilizing spells.

Charged Artifacts are built using a complex enchantment method to store what effectively amounts to an inert sequence of magical notation that stores Words or an optimized spell. A second spell is created to allow a magician who knows how to operate the artifact to channel their own mana into the spell, typically in a much more simple process than the actual spell itself. Some Charged Artifacts are very easy to activate, but require a lot of time, as the patterns used are typically simple.

One example of a Charged Artifact is the Charlatan's Grimoire. A bookmark, rather than a grimoire, it is built to allow the user to, with no apparent action other than fiddling with it, cast a particular spell if the bookmark is placed in a spellbook with that spell inscribed on its pages. Although it is a somewhat difficult artifact to create, and will only work with a certain spell, it allows someone without magical training but with the ability to channel mana to effectively cast a spell. The Charlatan's

Grimoire is easy to spot for those that know about its existence, since it works faster than real grimoire casting.

Sustained Artifacts require a constant input of mana; while a character uses one their Magic Fatigue may not be reduced to below the number of Sustained Artifacts they are using. Some artifacts may even increase this number further.

A sample Sustained Artifact would be the Boots of Harleth, a token inscribed with images of winged boots that allow the user to walk through air so long as they are channeling mana through them. Although imitations have become popular and often feature that design out of familiarity, those who know that the original Harleth died from being knocked unconscious mid-air during a daring heist are often wary to use his creations.

Constant Artifacts are created in the presence of great amounts of agitated mana, and do not need any intervention from the user to carry on working. Many great artifacts of Anth were forged during the War of the Gods, or around the Rift prior to Maletar's release, while fighting horrifying magical monsters that made the universe itself recoil in terror.

The legendary Aethersword of Eothan Aethersword is a Constant Artifact, but a more familiar example would be the more common Mageglass, which is a natural byproduct of glass being exposed to tremendous amounts of mana and allow anyone to see magical currents as they are channeled by mages when they look through it. Spectacles made from this material are prized, and were often issued to instructors at magical institutes prior to the War of the Gods.

Memory

A character can only learn a limited number of Words and Spells. Forgetting a Word or Spell is possible, and requires a magician to take a minute to clear their mind. They may only learn Words that have a combined memory cost of less than or exactly their Word Memory, with the same being true of spells and a magician's Spell Memory.

Words

Words come in a variety of forms, each of which is useful when crafting a spell. There are some important things to note about Words: they are inflexible patterns of mana that, when activated through the channeling process, produce magical effects. Words with similar effects can be incomprehensibly different from each other. Some Words have identical effects. Knowledge of a Word that differs from its original version by having a special effect does not provide knowledge of that same Word without a special effect, and vice versa.

Learning Words

Words of Power are learned through study; each time a character spends six hours studying the

notation of a grimoire containing an individual Word by itself (but not an optimized spell), or they see the Word used in a spell (which requires them to be able to perceive mana), they may make a default Animus roll to attempt to memorize the word. This automatically fails if the Word's memorize cost exceeds the current remaining Word Memory of a character (the maximum Word Memory of a character is equal to their Wordcaster Special Ability rating [not Milestone]). If the Word's memorize cost exceeds their Wordcaster Milestone, they may not memorize it.

Composing a Spell

Words of Power need to be used in a combination to form a finished spell. All spells are essentially a complete sentence of Words; the caster uses a collection of action Words, object Words, direction Words, and modifier Words to craft a spell.

Each spell needs at least two Words; an action and an object. Spells are always written as an imperative statement (e.g. “Damage Target”), and require direction words to have complex clauses.

All Words have an abbreviated form that is used for recordkeeping when writing spells; the first letter, in lower case, denotes the type of word (o for “Object”, a for “Action”, d for “Direction”, and m for “Modifier”. This is followed by a capital letter for that denotes an abbreviated Word name; this is something like “T” or “Ts” for “Target” and “Targets” respectively, though more exotic Words may have longer abbreviations. If there is another capital letter in the Word, that Word has a Special effect applied.

The memorization cost of a Wordspell for the purposes of calculating casting difficulty is equal to the sum of its unique words.

Spells can only have one object and one effect unless a direction Word is applied; the effect will apply to the recipients specified by the object. Spells resolve instantly unless a modifier is applied; some modifiers can

For example, “oT oI aD” is the short-hand for “Target Intercept Damage”. Because it has two objects without an article to specify how they are handled, only the first object Word applies.

“oT dO oI aD” is the short form for “Target *or* Intercept Damage”. It can activate either the Target Word or Intercept Word (but not both, that would require dA).

Note that Memorization Cost for a spell is determined by the *unique* words in it, while the Fatigue Cost and Resolve and Follow-Through time of a spell are derived from the cumulative effect of all the Words used.

Object Words

There are only a few core object Words, but they have analogues in more specific equivalents. The five core object Words are “Target”, “Targets”, “Intercept”, “Fray”. These five are referred to as the location object Words by magical scholars. These are the most commonly known words by

Wordcasters, and all Wordcasters are assumed to have all five core object Words memorized—they have no memorization cost, and do not need to be recorded. In optimized spells, the most expensive individual object Word does not increase the follow-through time of a spell, in addition to any other benefits that optimization may bring.

Object Words List

Word lists include the following components:

Name (typeAbbreviation[Specials])- Description and effects. *Memorization Cost, Fatigue Cost, Resolve/Follow Through [Optimized Stats]*

Location (oL)- The Location object Word is a favorite of battlemages; it is only useful against living creatures, but is able to localize a spell's effects in a particular hit location. The location is chosen when the spell is cast. *1, 0, 0/1 [1, 0, 0/1]*

Example Spell: “oL eS7”, Location Stun-7, allows the caster to stun a targeted creature as if they had hit it in a particular hit location with a MoS of 7 on a mundane attack.

Target (oT)- A spell with an active Target object Word will affect one object or creature; hordes of very small objects or creatures that remain cohesive, like a box of sand, are still affected, but there is a limited maximum volume for the effect equal to about equivalent to a cubic meter. Target has no special costs associated with it. Having multiple Target Words in a spell does not allow it to hit multiple targets. Spells that utilize the Target Word exclusively cannot cause or remove location damage.

0, 0, 0/1 [0, 0, 0/1]

Example Spell: “oT eH”, Target Heal, removes 1 Bleeding from a targeted creature.

Targets (oTs[Typing])- Identical to Target, Targets allows for a single spell to be cast at multiple opponents. Each Targets Word in a spell allows it to impact three subjects with the same restrictions as are applied to the Target Word. Targets can take an X, where X is a race, object type (like “Weapon” or “Armor”), or the like, which operate differently.

Standard: 0, 2, 0/1 [0, 1, 0/1]

With Typing: 1, 1, 0/1 [0, 0, 0/1]

Example Spell: “oTs dA oTs dA oTs eD5”, Rampage, causes 5 Bleeding in up to nine targets.

Intercept (oI)- An Intercept Word creates a sweeping effect with a spell, allowing it to come into play across a large area; however, it functions in an arc and not a pattern, and is not suitable for use against single targets. An Intercept Word travels between two Positions; it can start on a Target (with the same restrictions as oT) in one Position, and arc to a target in another, hitting any valid targets the caster chooses that are located between the two locations as it arcs between them. However, an Intercept Word never hits two people or objects in the same Position. *0, 2, 0/2 [1, 1, 0/2]*

Example Spell: “oI eC mI mS4”, Intercept Celerity Inverse Sustained-4, causes one target in two different Positions (two targets total) and any number of targets moving their Positions to become slowed to half their speed for four combat rounds.

Fray (oF)- Used often in combat spells intended to do damage, the Fray Word creates a small area effect. It will impact any valid target (per the Target word) which is in a particular fray, treating them as if they were selected by a the Target object Word. 0, 2, 1/1 [1, 1, 1/1]

Example Spell: “oF eA2 mI mS4”, Fray Accuracy-2 Inverse Sustained-4, causes targets who are fighting in a particular location to suffer a -2 penalty to CM for 4 combat rounds.

Position (oP)- Able to deliver effects over a broad area, the position spell is a favorite of many mages who enjoy causing massive damage in a short amount of time. Every possible target within the selected Position will be affected by the spell. 0, 3, 1/2 [1, 1, 1/2]

Example Spell: “oP H5”, Position Heal-5, removes 5 Bleeding from all characters in a location.

True Names

True Names are a special form of Words of Power. Each True Name correlates to either a Target, Targets, or Position Word related to a specific person, group, or place. True Names cannot be worked into an optimized spell, because they follow a different sort of pattern than any other Word. When used as the object Word of a spell, the target can be affected even if the caster is not aware of their current position, though magical conditions around them or the spell's nature (for instance, elemental spells) may prevent the spell from being able to reach them. Everything in the universe has a True Name, whether it is an object or a creature.

All Wordcasters intuitively know their own True Name without paying its memorization cost. True Names cannot be taught, but they can be discovered by rolling an Action Modifier test based on the character's Animus plus any appropriate histories if they have the ability to see mana and magic is being used by or on the object or creature the Wordcaster is studying. This suffers a large penalty, though it is up to the GM to decide an appropriate amount.

All True Names have the following statistics: 2, 0, 0/0 [*Cannot be used in optimized spells*]

Effect Words

Effect Words give a magical spell its potency; without them a spell has no effect. Each effect Word causes either an Immediate or Lasting effect, which will be mentioned in its description. Effect Words with an Immediate effect take action instantly and do not maintain their effects afterward. Lasting effects continue until the end of the combat round, then stop; the affected target is then returned to its original state minus any unrelated or secondary effects (for instance, a character who suffered a Lasting effect that increased their Bleeding would reduce their bleeding by the amount that the spell increased it at the end of the combat round, but not until after bleeding was applied).

Effect Words List

Name (typeAbbreviation[Specials {Explanation}])- Description and effects. *Memorization Cost, Fatigue Cost, Resolve/Follow Through [Optimized Stats]*

Stun (eS[#Rating {Starts at 1}])- “Stun” causes a character engaged in combat to become interrupted during their action if the Stun exceeds or meets the Stun Rating of the location targeted or the highest effective Stun Rating of the targeted foe. Stun is an instant effect, and cannot be sustained, though it can be modified by the modifier Word “Refreshing”, causing its effects to recur at the transition between combat rounds but after all actions have resolved. Combining with Invert creates a lasting effect that increases a target's Stun Rating.

Standard: 1, 1, 0/0 [Optimized identical]

*# Rating Increase: +0, +.25*Increases, +0/+0 [Optimized identical]*

Example Spell: “oL eS13”, Takedown, can be aimed at a location with a Stun Rating of 13 or less and cause the target creature to become stunned.

Damage (eD[# Rating {Starts at 1}, B {Blood}])- The “Damage” Word causes a target to increase their current Bleeding by the rating of the Word. By default, Damage causes one point of Bleeding damage, but it can be modified to increase the Bleeding it causes by a certain amount. Making Damage target Blood instead of Bleeding is twice as effective, and causes twice as many points of Blood to be lost. Instant effect. Damage doubles as a Stun Word equal to the damage Word's rating. Cannot be combined with “Invert”.

Standard: 1, 1, 1/0 [Optimized identical]

*# Rating Increase,: +.25*Increases,+0/+0 [Optimized identical]*

Blood: +0, +0, +0/+0 [Optimized identical]

Example Spell: “oT eD7B”, Exsanguinate, decreases a target's Blood by 14.

Heal (eH[# Rating {Starts at 1}, B {Blood}])- The “Heal” Word causes a targeted creature to reduce their current Bleeding by the rating of the Word. With the Blood special, it can be changed to restore Blood instead; this restores Blood equal to thrice the spell's Rating (though it cannot make a creature's Blood exceed its Maximum Blood). Cannot be combined with “Invert”.

Standard: 2, 1, 2/0 [2, 1, 1/0]

*# Rating Increase: +.5*Increases,+0/+0 [Optimized identical]*

Blood: -1, +0, +0/+0 [Optimized identical]

Shield (eSh[# Rating {Starts at 1}])- Reduce incoming Bleeding from physical attacks by Rating. Lasting effect. Cannot be combined with “Invert”.

Standard: 2, 2, 1/1 [1, 2, 1/1]

*# Rating Increase: +.5*Increases, +Increases, +0/+0 [Optimized identical]*

Celerity (eC)- Scale Speed and movement up (down if inverted). Lasting effect. 2, 2, 0/1 [2, 1, 0/1]

Flight (eF)- Causes the character to fly at their normal movement speed, allowing them to disengage from the fray as a 0/0 action, and allowing them to pass some inaccessible terrain. Lasting effect. Cannot be combined with “Invert”. 1, 1, 0/1 [1, 1, 0/1]

Accuracy (eA[# Rating {Starts at 1}])- Increases a character's CM by the Word's rating. Lasting effect. If combined with “Invert”, decreases a character's CM instead.

Standard: 1, 1, 1/1 [1, 1, 0/1]

*# Rating Increase: +.5*Increases,+.5*Increases, +0/+0 [Optimized identical]*

Evasion (eE[# Rating {Starts at 1}])- Increases a character's Hit Difficulty by the Word's rating. Lasting effect. If combined with “Invert”, decreases a character's Hit Difficulty instead. Hit Difficulty can become a negative number, in which case it provides a bonus to the attacker's CM.

Standard: 1, 2, 1/1 [1, 1, 1/1]

Rating Increase: +0, +Increases, +0/+0 [Optimized identical]

Thorn (eT[# Rating {Starts at 1}])- Causes an attacker to lose Blood points equal to the Word's Rating when they attack the target creature or object. Lasting effect. Cannot be combined with “Invert”.

Modifier Words

Modifier Words are used to change the way that spells normally operate. Each modifier has its own functions. All modifier Words are attached to a single effect Word, which must be appropriate for the specific modifier being attached.

Modifier Words List

Name (typeAbbreviation[Specials {Explanation}])- Description and effects. *Memorization Cost, Fatigue Cost, Resolve/Follow Through [Optimized Stats]*

Inverse (mI)- Can be coupled with certain effects to change the way they operate.

1, 0, 0/0 [Optimized identical]

Refreshing (mR[# Rating{Starts at 1}])- When used with an Instant effect, Refreshing causes the effect to be applied again at the end of each combat round. The spell's Sustain is increased to the Refreshing Word's rating.

Standard: 1, 2, 0/1 [1, 2, 0/0]

Rating Increase: Increases, Increases, 0/Increases [Optimized Identical]

Sustained (mS[# Rating{Starts at 1}])- When used with a Lasting effect. The spell's Sustain is

increased to the Word's rating.

Standard: 1, 1, 0/1 [1, 1, 0/0]

Rating Increase: Increases, Increases, 0/Increases [Optimized Identical]

Direction Words

Direction Words are special Words that direct mana in a particular way. Most have no cost, but they can be difficult to memorize. Using some Direction Words makes spellcasting more complex; whenever a spell is cast the magician using it makes a conscious decision if needed.

Unlike object Words, Wordcasters are not always trained in Direction words, as they are very complex and many simple spells can have similar effects. As such all characters who wish to use object Words must pay their memorization cost and learn them from a grimoire or caster.

Direction Words List

Word lists include the following components:

Name (typeAbbreviation[Specials])- Description and effects. *Memorization Cost, Fatigue Cost, Resolve/Follow Through [Optimized Stats]*

And (dA)- The “And” direction Word makes it so that a spell can successfully be cast with multiple objects and effects; by placing an And Word before every duplicate component after the first it is possible for a spell to achieve multiple effects. *1, 1, 0/0 [0, 1, 0/0]*

Example Spell: “oL eD3B dA eS7”, Location Damage-3 Blood And Stun-7, causes opponents to lose 6 Blood instantly, and stuns them if their Stun Rating on the target location is less than or equal to 10.

Except (dE)- The “Except” direction Word allows for a character to exclude certain targets. Except comes after an Effect, and prior to an object Word; it is then possible to specify targets to avoid.

1, 0, 1/0 [0, 0, 0/1]

Example Spell: “oP eD6 dE oTs”, Position Damage-6 Except Targets, deals six damage to all available targets in a position except for three selected targets.

Or (dO)- The “Or” direction Word makes it so that the spellcaster can choose to cast only one part of a spell or another. It only effects adjacent words. *1, 1, 0/0 [0, 1, 0/0]*

Example Spell: “oT eD4 dO eH4”, Target Damage 4 Or Heal 4, causes or removes 4 Bleeding from a target character.

Split (dS)- The “Split” direction Word makes a spell effectively have two entirely separate effects.

2, 1, 0/1 [1, 1, 0/1]

Example Spell: “oT eD4 dS oT eA2 mS2”, Target Damage 4 Split Target Accuracy 2 Sustain 2, does

four damage to a target and causes another to gain a +2 bonus to their CM for two rounds.

Spells

Spells are merely an optimized combination of Words that minimize the effort put into magic. They are also favored by certain mages; unlike Wordcasters, who need to learn Words in order to use them, which limits a magician's flexibility, spells can be cast by someone who does not know the Words they contain, allowing them to achieve effects that might not be feasible.

Learning Spells

Unlike Wordcasters, who can learn Words by studying a grimoire for a short amount of time or by seeing them cast, spellcasters need explicit training to learn a spell. This takes three or four days to study from a grimoire, or an hour or two of practice with a fellow spellcaster who knows the spell. At the end of this, they may make a default Animus roll to attempt to learn the spell, if its Memorization Cost is less than or equal to their remaining Spell Memory and Spellcaster Milestone.

Crafting Spells

Spells are a collection of component Words. Making a spell is simple if a character knows all the component words; they take the Words they would normally cast, and reduce their price based on the Optimization rating of each Word.

The memorization cost of an optimized spell is equal to the sum of the memorization cost of its unique Words (after optimization). The creation of an optimized spell takes a day, and requires an AM roll equal to the character's Animus and any appropriate histories.

Grimoire Casting

Grimoire casting is unique for spellcasters; they do not have to memorize a spell in order to cast it from a grimoire, but doing so takes a long amount of time. Casting a spell from a grimoire requires an additional Time Unit, and uses the Animus attribute rather than the Spiritus attribute, as it does not require the same force of will as is required when committing a spell's components to memory. As with learning spells, a spell being cast from a grimoire cannot have a Memorization Cost that exceeds a character's Spellcaster rating.

Scribing a grimoire with a spell takes up to two days; it is general practice to use a variety of colored inks to denote what parts of the spell come from different Words, but this is not an explicit requirement.

Spells List

Name- “Component Words”. Description and effects. *Memorization Cost, Fatigue Cost, Resolve/Follow Through*

Aid- “oT eH3 dA eH3B”. Aid removes 3 Bleeding from a character and increases their Blood by 6.

6, 3, 2/0

Exsanguinate- “oT eD7B”. Exsanguinate causes a target to lose 14 Blood immediately. 2, 3, 1/0

Rampage- “oTs dA oTs dA oTs eD5”. Does 4 Bleeding to up to nine targets; targeting is done in three bursts allowing for up to three hits on a single target. 3, 5, 1/2

Takedown- “oL eS13”. Stuns a target creature whose selected location has a Stun Rating of 13 or less.

2, 4, 0/0

Resolving Magic

Whether a character is a Wordcaster or a Spellcaster, magic resolves in the same way:

1. Declare a spell as an action.

At this stage any TU necessary to cast the spell are removed if it is being cast during combat. Step 2 occurs when the character would move again in combat, or after a number of seconds equal to the TU of the spell's total Resolve rating if out of combat.

2. Do a MM roll (Spiritus+Channeling-Memorization Cost of spell or unique Words) once the action is ready to resolve.

If the roll is successful, the character gains Magic Fatigue equal to the Fatigue Cost of the spell they attempted to cast. The spell is successful.

If the roll fails a character may choose to either pay the difference by increasing their Magic Fatigue by both the normal Fatigue Cost of the spell and the magical fatigue and make the spell succeed anyway, or they gain 1 Magic Fatigue and the spellcasting process ends.

3. If spell is successful, Mark changes to Magic Fatigue and apply effects on targets.

4. Wait for the follow-through time of the spell to pass, then continue taking actions.

Special Abilities

Special Abilities change the rules for a character; they may provide a bonus beyond the standard one, give a magical effect, or otherwise make a character operate in different ways. The purpose of Special Abilities is to allow for differentiation between different characters who have similar backgrounds.

Special Abilities do not provide modifiers, instead they have Milestones that are gained at certain ratings. Some Abilities gain a Milestone whenever their rating increases a certain amount, while others will specify exact ratings to gain Milestones.

Sometimes, a character can choose between one Milestone or another as they advance; these milestones will be written with a letter following them. Some Milestones have a descriptive name.

Racial Abilities

Racial abilities are typically acquired as part of choosing an exotic race, and can only be improved or chosen at character creation.

Balance Tail- This character has a tail that is useful for balancing and other tasks.

Milestone 1 (Rating 1): The character gains a +2 to any AM for an action in which balance or movement is required (such as climbing, acrobatics, or keeping their balance).

Bloodless- This character has no need for Blood, and as such does not track their Blood or Max Blood. They are still susceptible to having limbs destroyed, however.

Milestone 1 (Rating 4): This character no longer tracks Blood, but they lose one point of durability from every hit location with more than two points of durability.

Milestone 2 (Rating 6): This character no longer tracks Blood, and they do not take a durability penalty.

Flight- This character can fly, bypassing some obstacles. If they have legs, damage to their legs does not slow down their flight.

Milestone 1 (Rating 1): The character gains flight.

Milestone 2 (Rating 3): The character gains flight, does not count as being in intercept for the purposes of spell targeting while mid-flight, and scales up their movement speed for traveling between Positions in combat or for traveling long distances.

Aquatic- This character is used to living in a watery environment.

Milestone 1 (Rating 1): The character can breathe underwater, but takes a -2 penalty to all actions taken out of water.

Milestone 2 (Rating 2): The character can breathe underwater and takes no penalty for actions taken outside of water.

Snake's Tail- This character moves using a muscular tail rather than legs. When “walking” across land, they move more slowly, and may not be able to deal with rough terrain.

Milestone 1 (Rating 0): This character scales down their movement speed twice when “walking”, and have a hard time climbing over objects and negotiating tough terrain (-4 to AM).

Milestone 2 (Rating 1): This character scales down their movements speed once when “walking”, and can climb and negotiate rough terrain without penalty.

Milestone 3 (Rating 2): This character does not scale down their movement speed when “walking”, and

increase the CM threshold to move them using forced movement by 2, and increase the AM to remain standing by 4 any time they would be knocked down during combat.

Scales- This character is unnaturally tough, gaining what is effectively an extra layer of armor.

Milestone 1 (Rating 1): The character gains a 1 Bleeding Resist against weapon attacks across their whole body, as per armor.

Milestone 2 (Rating 3): The character has grown a tough enough hide to gain 1 Bleeding Resist against any effect that causes Bleeding to increase, and gains an additional point of durability on all hit locations.

Magical Abilities

Magical abilities are gained through extensive practice of magic or being in the presence of massive magical forces. Since the War of the Gods wreaked havoc on Anth, many people have begun exhibiting magical abilities that they have not had before.

One of the downsides of magical abilities is that they are not able to function in areas where the normal function of magic is impeded. Although they do not require the user to actively use Words or a spell, they may also cause Magic Fatigue and require a Channeling roll.

Natural Wordcaster- The character has an easier time casting Wordspells.

Milestone 1 (Rating 3): +1 MM when casting Wordspells.

Milestone 2 (Rating 7): +2 MM when casting Wordspells.

Milestone 3 (Rating 10): +2 MM and -1 Fatigue Cost when casting Wordspells.

Natural Spellcaster-

Milestone 1 (Rating 3): +1 MM when casting optimized spells.

Milestone 2 (Rating 7): +2 MM when casting optimized spells.

Milestone 3 (Rating 10): +2 MM and -1 Fatigue Cost when casting optimized spells.

Mana Magnet- This character recovers Magic Fatigue quickly, even in combat.

Milestone 1 (Rating 3): The character reduces their Magic Fatigue by 1 at the end of each Combat Round.

Milestone 2 (Rating 5): The character reduces their Magic Fatigue by 3 at the end of each Combat Round.

Milestone 3 (Rating 8): The character reduces their Magic Fatigue by 1 at the end of each Time Unit.

Thorn Aura- This character gains a magical protection against incoming attacks. This is constantly

available to them, and does not require a Channeling roll or cause Magic Fatigue.

Milestone 1 (Rating 1): Any combatant who hits this character with a range 0 weapon loses 1 Blood.

Milestone 2 (Rating 3): Any combatant who hits this character with a range 0 weapon gains 1 Bleeding.

Milestone 3 (Rating 6): Any combatant who attacks this character loses 1 Blood and gains 1 Bleeding, regardless of whether or not they hit.

Milestone 4 (Rating 10): In addition to the effects of Milestone 3, the character may make a 0/2 action to cause everyone in the same fray as they are in to lose 2 Blood and gain 2 Bleeding.

Milestone 5a, Firestorm (Rating 12): The character's attack described in Milestone 4 gains the ability to ignite flammable objects, and causes those affected to lose 2 additional Blood.

Milestone 6a, Inferno (Rating 20): The character causes foes to lose 4 Blood and gain 2 Bleeding whenever they attack or are attacked in melee combat, and their blast is a 0/1 action.

Trained Abilities

A trained ability is gained through practice and use. Characters learn these when they use them, or receive training from a master of the art. This includes the spellcasting abilities and any number of specialized trainings.

Toughness- The character gains an increased Maximum Blood.

Milestone X (Rating 3X): The character gains 6 Maximum Blood.

Wordcaster- The character can memorize Words and cast Wordspells.

Milestone X (Rating 3X): The character can memorize Words with a Memorization Cost equal to or less than their current Milestone. The sum of the Memorization Costs of Words they have memorized must be less than or equal to their current Wordcaster Rating.

Spellcaster- The character can memorize and cast optimized spells.

Milestone X (Rating 2X): The character can memorize spells with a Memorization Cost equal to or less than their current Milestone. The sum of the Memorization Costs of spells they have memorized must be less than or equal to their current spellcaster Rating.

Scholar Mage- The character can utilize grimoires more effectively.

Milestone 1 (Rating 3): +1 to MM when casting a spell from a grimoire. Grimoires are scribed in half the time.

Milestone 2 (Rating 6): +2 to Animus for the purposes of learning Words or spells from a grimoire, plus Milestone 1 bonuses.

Milestone 3 (Rating 10): Milestone 1 and Milestone 2 bonuses, with an additional +1 to MM when

casting from a grimoire. Grimoire casting no longer requires additional time.

Rapid Reloader- The character can reload more rapidly than normal.

Milestone 1 (Rating 5): Reload weapons faster; remove 1 from the follow-through time of a weapon's reload time. If the weapon's reload time does not have a follow-through, remove 1 from the resolve time of the reload action. This can eliminate all of the time required to reload a weapon.

Milestone 2 (Rating 12): Apply Milestone 1's effects twice.

Flaws

Only available with the GM's permission, Flaws are penalties that a character takes. They function like other Special Abilities, but penalize a character. If the GM permits a character to take a Flaw during character creation or as part of the advancement process, that character receives an equal number of points to spend (which are not added to their total points).

Insanity (Paranoia)- The character suffers a penalty to all Animus tests when trying to interact with another character.

Milestone 1 (Rating 1): The character suffers -1 to all social interaction AM's.

Milestone 2 (Rating 3): The character suffers a -2 to all social interaction AM's.

Milestone 3 (Rating 5): The character suffers a -3 to all social interaction AM's, and a -1 to all MM's or CM's when dealing with their so-called "allies".

Milestone 4 (Rating 10): The character cannot attempt social interaction AM's, and suffers a -3 penalty to all MM's or CM's when there is another combatant fighting on their side in battle.

Gear

Weapons

Weapons in Miracle are defined with a handful of stats. Many weapons have special details that impact their function. Each weapon has an accuracy modifier that is applied to its user's Combat Modifier whenever they attack. If a weapon is ranged, it will have a range given. Weapons with a range of 0 must be used in a fray, and can only target other characters in the same fray. Weapons with a range of 1 will hit a foe in the same Position as the attacker whether or not either character is in the fray, weapons a range of 2 will hit a foe in an adjacent position, and weapons with a range of 3 will hit targets in any Position that is visible (GM's discretion). Some weapons have hit attacks, and all weapons have both resolve and follow-through values that represent the time needed to use them. In the case of ranged weapons that require reload, there will be two numbers separated by a comma: the first is the value for attacking, and the second is the value for reloading.

Weapon Qualities

Armor Piercing: This weapon does one additional point of location damage whenever it would do damage to armor; this applies normally to armor if there is additional armor remaining, or applies to the target's limb if the armor runs out. Shields take one additional damage from an Armor Piercing weapon, but if the damage would overflow it does not transfer to the defender.

Ammo: This ranged weapon has internal storage for ammunition, meaning that it has to be reloaded after a number of shots, instead of after each one.

Double Attack: This weapon attacks twice when it attacks. The second attack is at a -5 penalty.

Less-Lethal: This weapon functions similarly to a nonlethal weapon, but does not follow nonlethal weapons' restrictions on limb destruction.

Nonlethal: This weapon does not do Bleeding damage, instead doing twice the damage it would have done to the target's Blood.

Weapon List

Unarmed

Unarmed attacks made by a character with an Unarmed Combat rating of at least 10 have the Double Attack quality. They are accuracy +0, range 0, and 0/1 weapons.

Blades

Common weapons in the employ of soldiers, blades excel in combat against unarmored targets or in use by skilled warriors.

Knife: A simple weapon that is somewhat difficult to hit with due to its short length, knives are able to attack quickly. Accuracy -2, range 0, Double Attack, 0/1

Rapier: A common fencing sword favored by nobility and sportsmen, the rapier hits quickly, but does not hit as hard as some other weapons. Accuracy +1, range 0, no hit effects, 0/1.

Broadsword: A common weapon, the broadsword is able to land solid hits, though it is not quite as fast as the lighter rapier. Accuracy +0, range 0, 1 Bleeding on hit, 1/0.

Greatsword: A six-foot long sword used for devastating blows, the Greatsword delivers massive damage to the target it hits. Accuracy +0, range 0, 3 Bleeding on hit, 1/1.

Clubs and Maces

Clubs and maces are the standard issue weapon in some militaries; durable and reliable with the advantage of penetrating armor, they do not cause as much bleeding as a sword but they still are capable of devastating unarmored soldiers.

Club. The club is a common and cheap weapon favored by those who either do not want to kill their enemies outright or who have taken a vow to shed no blood. Accuracy +0, range 0, Nonlethal, 1/0

Mace. The militarized version of the club, the mace is capable of doing more damage but is hefty and unwieldy. Accuracy -2, range 0, Armor Piercing and Less-Lethal, 1/0.

Greatclub: A large weapon that takes inspiration from both a mace and a club, greatclubs are usually metal-studded weapons that can deliver a crushing blow. Accuracy -2, range 0, Armor Piercing and Less-Lethal, 2/0.

Throwing Weapons

A favorite of assassins and survivalists, throwing weapons are typically small, and despite their short range can do decent damage.

Throwing Knife: A throwing knife is able to be thrown quickly and travels accurately to its target. Accuracy +0, range 1, no hit effect, 1,0/0,1

Throwing Axe: A throwing axe does damage to shields or armor, but they are rarely properly balanced and are more difficult to throw than knives. Accuracy -2, range 1, Armor Piercing

Bows

Bows require a fair degree of training, but are capable of firing from a decent distance and delivering adequate damage for most purposes.

Bow: A bow is a simple weapon originally made for hunting, but it also doubles as a useful offensive weapon. Accuracy +0, range 2, no hit effect, 1,1/1,0.

Crossbow: More powerful and simpler to use than a bow, a crossbow's main weakness is its long loading process. Accuracy +2, range 2, 2 Bleeding on hit, 1,2/0,1.

Firearms

Firearms were used in the Republic of Lights and exported around Anth. Muzzle-loading models require lengthy reload processes, but the recently invented revolvers sacrifice some of the impressive power of their predecessors for a more rapid fire rate.

Pistol: Pistols are the most basic and common weapon, often used for dueling or as a backup weapon for riflemen. Accuracy -4, range 1, 4 Bleeding on hit, 0,3/0,1.

Musket: Muskets, although powerful, are dreadfully slow and inaccurate. As a result, they are rarely used by individual adventurers. Accuracy -4, range 2, 6 Bleeding on hit, 1,4/0,1.

Rifled Musket: Rifled muskets trade some of the power of their predecessors for a more accurate rifled barrel. Accuracy 0, range 2, 3 Bleeding on hit, 1,4/0,1.

Revolver: Revolvers are rapid fire weapons that had replaced pistols in the Republic of Lights' military. Able to store multiple cartridges in a cylinder, then fire them in succession, ammunition for these weapons is rare. Accuracy 0, range 1, Ammo 6, 0,2/1,1.

Revolver Rifle: Somewhere between the revolving handgun and a rifled musket, the revolver rifle trades off raw firepower with each shot for speed and accuracy. Accuracy +2, range 2, Ammo 4, 1,2/1,1.

Sniper Rifle: Capable of firing a large bullet over a large range, the sniper rifle is even more unwieldy than a musket, but is deadly and precise. Its bullets are contained in cartridges similar to a revolver's, and are somewhat rare. Accuracy +4, range 3, Armor Piercing, 2,3/0,2.

Armor

Armor is diverse, and is intended to help people survive combat or dangerous environments. Armor is made of a particular type of material and covers certain locations; it has durability, bleeding resist, stun resist, and can have special effects. Durability reflects the armor's ability to cover particular hit locations; the entire piece of armor will lose durability whenever an attack successfully deals locational damage before any location it covers will take damage. Once armor is out of durability, it no longer has any effect. Bleeding resist reduces the incoming Bleeding from a successful attack by its value, while armor's stun resist is added to a defender's Stun Rating if an incoming attack would hit them where the armor is being worn.

Shields

Shields are a special kind of armor; instead of covering specific locations, shields cover either the “large shield”, “medium shield”, or “small shield” location. For a humanoid, the small shield covers the arm holding it and their head, a medium shield covers the arm their shield is in and their body and head, and a large shield covers every hit location. Shields have the same type and weight mechanic as armor, but a destroyed shield is simply useless instead of allowing damage to continue into the hit location it protected.

Armor Types and Weights

Armor has a type and weight; weights can go from 1 to 3. Wearing armor of weight 2 adds 1 follow-through to all attempts to enter or leave fray, and armor of weight 3 adds 1 resolve and to all such attempts. The highest weight of armor worn by a character is used to determine this penalty.

Name	Durability	Bleeding Resist	Stun Resist	Special Effects
Leather	1, 3, 4	1, 1, 2	2, 3, 4	None
Iron	2, 4, 5	2, 2, 3	3, 4, 5	None
Steel	3, 5, 7	3, 4, 5	5, 5, 6	None

Other

TODO

Vanguards

During the War of the Gods, the deities warped some of their chosen; some of the deities chose the most devoted followers, others chose largely at random.

Vanguards can be warped by the deity they worship, much like lay followers, but vanguards cannot be hybridized—it may be possible for a deity to undo a vanguard's change, or to change one vanguard into their own type of vanguard, but it is not possible for them to give one being two different sets of abilities.

Player characters can become vanguards, at the GM's discretion—they are powerful avatars of the gods, and it is not always possible to become a vanguard simply by being a devoted follower of a deity.

Archons

Archons are Siwyn's divine messengers. Created as the last ditch effort of a dying goddess to protect her flocks, they are chosen from among priests and priestesses of Siwyn.

Archons have been blessed with supernatural knowledge and cunning, and often lose much of their mortal identity (though since their alteration was followed almost immediately by Siwyn's death, they had only a glimpse glance at the universe). Archons become, in terms of their personality and identity, who they wished to be when Siwyn changed them; most of them have become paragons of mercy and guidance, though some harbor more vengeful or violent personalities and serve as the guardians of Siwyn's orphaned flock.

Archons stand about ten to twenty percent taller than they did in mortal life, to make room for the pair of white wings that sprout from their backs. They gain the ability to channel healing energy, and although the process is not quite as fast as a competent spell, it does not cause magical fatigue.

Revenants

Revenants are Maletar's indomitable horde. They are chosen from mortals seemingly at random; they may not have been followers of Maletar, but the god hoped to tempt them into his service.

Revenants are normal mortals “blessed” by Maletar with incredible abilities and near immortality. The price for this, however, is that they become social outcasts and also face a number of special requirements. Fortunately, they can pass as humans so long as they do not have a visible

wound; if they are injured, however, it is easy to observe the fact that their blood boils away in the air, and their wounds heal into black scars. Although they resemble undead in many ways, they are not truly dead and are not susceptible to the wards and magic deployed against the undead throughout Anth.

Revenants retain their racial form, though they are warped into supernaturally charged killing machines. While they do not have an innate requirement to commit acts of violence, they may remove damage from one of their limb sections whenever they strike down a humanoid opponent.

Revenants are unnaturally hard to dismember or cause deep tissue damage to, requiring a powerful magical ritual to kill. They can still become damaged beyond functionality, and despite their durability they do not heal quickly. The ritual required to destroy them involves their soulstone, which is brought into being somewhere in the world when they are first created by Maletar. The soulstone is indestructible, and a revenant has the ability to travel through vast portions of space to defend their link to life, sometimes bringing allies with them.

Revenants who have not totally lost their self-identity can benefit from resurrection magic, though few people will cast it on a being associated so closely with Maletar.

Torpor

Revenants enter torpor when they have taken a massive amount of damage and they can no longer function. When their Blood reaches 0, or their groin, torso, or head are completely damaged, they will collapse into a semiconscious state known as torpor.

A revenant in torpor heals quickly, but only to the point where they can resume functioning. In an hour, they will recover with 1 Blood, no Bleeding, and any wounds that would normally send them into Torpor removed. This period can be reset if they come under attack again, but revenants cannot be killed by torpor.

Revenants' torpor is treated as the Milestone 3 Torpor special ability; they are invulnerable to all effects whilst in torpor, and will heal normally without outside intervention. Their recovery process can still be interrupted by outside intervention. A revenant whose body is entirely destroyed will reincarnate near the position of his death.

Needs

Revenants do not “need” traditional sustenance or sleep, though they can eat and drink or enter a slumber-like state if they feel compelled to (for instance, to hide their nature). However, revenants have their own special needs aside from this. If they belong to a spellcasting school that requires them to prepare spells, they may prepare spells while conscious, though they must specifically meditate on doing so.

A revenant is created as a force of chaos, and while they retain a fair degree of their own free

will, they must spend time in contemplation and preparation each day; most revenants do this while they are “sleeping”. This is intuitive to all revenants. The amount of time that must be spent in this way depends on the prior actions of the revenant; going on a blood-filled rampage can require a revenant to spend days regaining his humanity.

Revenants are treated as having an Insanity special flaw with a rating equal to the number of days that they have missed their daily meditation in a row or killed at least ten people during. Each day that a revenant completes their meditation reduces this rating by 1. The GM determines the type of insanity.

Inhumanity

A revenant that does not spend time in meditation will wind up losing what fragments of their old self remain. This is a reversible process, though once it reaches a certain point it is almost impossible for the revenant to do so of their own free will.

The process starts first with losing portions of their memory; older memories are lost first over the course of a week or two, depending on the revenant's Spiritus rating. Memories created within the last week are never impacted, but it is entirely possible for a revenant to forget the identity of their traveling companions.

Once a revenant's memory is gone, they must constantly guard themselves against the influence of Maletar. Whenever they meet someone they do not remember, the revenant views them as hostile and belligerent. As time passes, even those they are familiar with seem dangerous, and a paranoia sets in.

Different revenants have different ways of responding to this, but all too often a revenant who begins to fear those around him will assuage his fears by attacking everyone he comes into contact with. This is one of the things that gives revenants a bad reputation, and is often viewed as surrender to the worship of Maletar.

Revenants are treated as having a Milestone 1 Paranoia insanity as soon as they skip a day of meditation.

Last Chance

Revenants are immortal unless their “soulstone”, a magical artifact unique to each revenant, has a powerful ritual cast upon it. Not many people know of this ritual, but as a safeguard Maletar gave revenants the ability to open a rift between their current location and the physical location of their soulstone.

Other than an assault on their soulstone, revenants are unaware of its location; they may gather it once they have found it and keep it on their person or leave it somewhere for safekeeping. Soulstones cast places where they should be perpetually lost have a tendency to reappear elsewhere—some

scholars theorize that they serve as a power source for the revenant's abilities, and leech life from their surroundings.

Section 2: Setting

Setting

Miracle focuses on the solar system of Linoriil, and the universe it inhabits. The gods discovered this universe with its laws and systems, but it was formless until they created things to fill it and inhabit it. The manasphere served as the bridge between the gods and mortals, until the deities figured out their own ways to interact directly with the universe and bypass the manasphere.

In many ways, the universe is a mystery even to the gods; Words of Power have existed for unknown aeons, and it is theorized that only a small handful of them have become known to gods and men in the brief flowering that was the birth of Anth and mortals.

Gods and Mortals

As defined by scholars, the main distinction between gods and mortals is that gods are not forced to abide by the rules of the universe; they can leave it and go beyond if they choose. There is some debate over how Maletar was able to become imprisoned in Anth, but the general consensus is that deities can descend in their entirety into the universe, and in doing so risk harm to their selves; this is one the reasons why the deities play a less active role following the War of the Gods, as their power can be siphoned away by other gods so long as they intrude into the universe.

Mortals, on the other hand, are not aware of the gods' lives outside Anth, and are constrained to it in its entirety. There is some intense debate among certain circles about whether or not mortals could ascend to become gods, but this is mere speculation.

Anth's History

The solar system of Linoriil was the first thing that the goddess Siwyn created when she awakened to the universe, and not even the gods know its exact age, as it was created before the measure of time had even occurred to the gods.

Anth was created in orbit around Linoriil by the gods only a few thousand years ago, shortly before the imprisonment of Maletar, and the first elf was not made until a time around three thousand years ago. Those who live on planets orbiting Linoriil count years in relation to the first creation of sapient life. With the intervention of the gods, society has developed incredibly quickly; humans were first created in A931, followed dwarves in A1326.

The War of the Gods is a recent event, taking place in A2983; it is somewhat up to the GM to decide exactly how long it has been since the cataclysm that destroyed Anth.

Anth

Anth is one of three planets orbiting Linoriil. It has traditionally been known as the “home of the elves”, on account of the fact that it was the chosen planet of the elven gods and the elven race

originated there. It also served as the prison for Maletar, who was lured into Anth and captured entirely.

Prior to its destruction, Anth was a large planet with two continents (known collectively as Celalinde) combining near its equator to form an hourglass. The Elven cities of Eolin and Waterviews were established on the bridge between the continent, and formed the cornerstone of a loose coalition of Elven city-states that expanded like a web into Northern Celalinde and the archipelagos of Anth's oceans. By the time of the War of the Gods, however, humans had grown to outnumber elves, and form their own societies. The humans of Northern Celalinde had a nomadic society, while the humans of Southern Celalinde separated into the warring nations of the Republic of Lights and the Empire of Leritum.

Eolin and Waterviews

Eolin and Waterviews were two major cities that had been established prior to the War of the Gods. Combined, they had a population of about three million souls (with about a million elves, a million and a half humans, three hundred thousand dwarves, and an assortment of small populations exotic races).

Eolin, City of Elves

Eolin was a city founded by elves and ruled by a central Council which has legislative, executive, and judicial power. Normal elven rules of succession apply, including the fact that a council-member who dies must give up their position, even if they are resurrected.

Decision making as a process depended on the type of decision. Taxes required nine out of twelve council-members to pass, while normal laws required a simple majority. The required votes to a law never dropped below six council-members. Council-members can only have their seat revoked if they are convicted of treason, something that has never occurred in the history of Eolin, and is incredibly difficult under the statutory definition of treason and the powerful position that a member of the Council had. Anyone hoping to rebuild Eolin would need to reassemble the council, or its legitimate successor.

The Council consisted of the following seats:

Two Elfborn seats, which are reserved for elves from among the bloodlines of the city's two founders. Traditionally they are passed on to the firstborn elf child of their holders. Any non-elf or half-elf descendents of the two are passed over in favor of the nearest living elf relative (then half-elves, then non-elves, in order). They are hereditary, and typically remain in the holdings of House Eothan and House Trithallos, respectively. At the time of the War of the Gods, the Elfborn seats were held by Eothan Merieth, grandniece of Eothan Aethersword, and Trithallos Elion, grandson of Trithallos Celebrithien.

Six Noble seats. While not technically required to remain among the noble houses, these hereditary seats have no restriction on their inheritance; they are passed on to the firstborn child of their

holders (or any of the holder's children, even adopted, that they choose). They are referred to as the Noble Seats because of the fact that the noble houses of Eolin have held a monopoly on the seats since shortly after their creation due to attempts to intermarry with the council-members.

These seats were held by three elves, a dwarf, and two humans. One of the elven seats was held by Athiel-Galad Glewen, a favorite of the people of Eolin whose charming personality and magical prowess played a large part in the rebuilding of Eolin; she has held her position for the two millennia since then, outlasting both Eothan Aethersword and Trithallos Celebrithien as a member of the Council. The other elves on the council were Blackstone Minthellinan, whose wife, Annehild Blackstone, was second-in-line to the House Blackstone fortune, and Legaethiel Adiel, who married into the Legaethiel family centuries ago. She was the second-to-last member of the Noble seats not to be part of a Noble House, though her marriage meant that all of the seats were held by nobles.

The humans who held Noble seats were Alber Raedfrid, head of House Raedfrid and a somewhat controversial figure among some of the elves because he was believed to have bribed his predecessor into declaring him his heir, and Elric Thieder, who acquired his position upon his successor's unfortunate run-in with a runaway cart.

Urdast Cadib, the only dwarf on the Council, acquired his seat when he was adopted as heir by the landless and houseless Uthriel Celetir, the last non-noble to hold a Noble seat, to spite his extended relatives who had moved to Waterviews. This was considered a social faux pas, but was deemed legal and within the rights of Celetir, who died naturally of old age and was otherwise regarded one of the best human citizens of Eolin. Celetir often defended his decision as being a repayment for when Urdast saved his life during their joint service as levies to the Council, and not simply an act of spite toward his admittedly unpleasant family.

Four Elected seats. Held for life, these seats are replaced with a person who is voted into office by the population of the city upon the previous holder's death. Only one seat, the Noble Elector Seat, can belong to a member of any of the recognized noble houses. The Noble Elector Seat was held by Veritus Lomun, whose election was controversial as he was already a nobleman of the Republic of Lights in addition to his position in House Magnarum. The lower elected seats were held by the human Lars Haegrim and Maelia Ethelstead, human Northerners who were second-generation citizens of Eolin, and Theriallel Cerenifinien, who fought alongside Eothan Aethersword and had held his seat the second longest time of all the Council's members.

History

Eolin was started as a trading post on the Grand Road connecting North and South Celalinde. Here it supplied traders and travelers with much-needed supplies, and also served as a neutral ground between the various factions that controlled the two continents. Positioned on the west side of the Celalinde Bridge, it also has a magnificent natural port that led to its expansion into a fishing village.

Eolin was also home to the Great Monastery of Eolin, which had stood for centuries. Although

abandoned, it was returned to glory by the presence of trade.

Eothan Galeiril and Trithallos Celebrithien were both exiles from North Celalinde who had settled in Eolin. Galeiril founded a world-renowned swordsman's school in Eolin, while Celebrithien took over the monastery and restored it to its former glory. The city of Eolin was founded with the formation of the Council of Eight, which has since become known simply as the Council as it expanded to twelve members.

Layout of Eolin

Eolin was a coastal city with a massive wall surrounding it; although it was shattered into innumerable pieces during the War of the Gods, many of its vestiges remain in the various shards, especially those that are associated with the central wards of Eolin.

The Wards

The core of the city revolves around four wards: The Fisher's Ward, The Farmer's Ward, The Saint's Ward, and the Soldier's Ward. These are named after the first noble houses, and each has its own sub-districts with their own attitudes and status.

Saint's Ward

The Saint's Ward is the city center of Eolin, and it is the largest ward. It is not, however, particularly populated; it centers on the Great Monastery that predates even the trading post at Eolin. An enclave between the Soldier's Ward and the Farmer's Ward, it has its own walls that clearly delineate the boundary between it and the other wards. Notable landmarks include the Great Monastery, seat of House Trithallos, and a great temple for each of the major pantheons. In addition to the housing for priests, clergy, their family, and the people who work in the Saint's Ward, there are also shrines to every deity except Maletar, many of which draw pilgrims from across Anth.

Soldier's Ward

The Soldier's Ward harkens back to the days before the Council, when Eolin was still small and vulnerable to attacks on all sides. Leveled in the Great Assault, this had been the home of barracks and training grounds for soldiers, and it has been expanded greatly since then. However, many of the old training grounds and barracks have been replaced with housing; House Eothan and House Legaethiel both own a fair deal of territory here, though House Eothan technically controls the ward and its holdings they have close ties with their fellow martial house.

The Farmer's Ward

The Farmer's Ward has always existed as a farming community to the north of Eolin; protected from invasion from the east by foothills and thick forests, it also holds some of the richest and most fertile lands west of the Hourglass Divide.

Rumors about how the Farmer's Ward was founded abound; while some claim that it was the

Great Mother herself that first farmed crops there, it is known to be one of the most fertile regions in Anth. However, it suffered from its proximity to a rift, and although it was difficult for foreign forces to invade the region Maletar's creations had little difficulty pillaging and plundering the land.

Following the Great Assault and Trithallos Celebrithien's partial repair of Maletar's prison, the foundation of Eolin gave the perfect opportunity for the expansion of city walls around the fertile lands to the north, and the Farmer's Ward began to flourish under the supervision of House Glewen, who were brought in to help with the construction efforts and remained as one of the first Noble Houses of Eolin.

The Fisherman's Ward

Before there was the city of Eolin there was the merchant post of Eolin, and before there was the merchant post of Eolin there was the Great Monastery of Eolin. However, before all of those, there was Eolin itself, a tiny fishing village sitting in a spot that would later become the Great Road through the Hourglass Divide.

This part of Eolin has survived for millennia, and now it serves as home to the richest family and the oldest group of residents of Eolin, House Thieder. Although the waters around Eolin remain a prime fishing area, the Fisherman's Ward serves as a hub for commerce and international trade, especially as explorations into both the northern and southern frontiers lead to the establishment of further removed cities and towns.

The Rift

The Rift was a massive cave system near Eolin. Geographically centered under Waterviews, reconstruction efforts sealed most of its exits near that city, except for a massive corridor that leads out near Anth, which has come to be synonymous with the Rift itself. Immediately surrounding the prison of Maletar, the Rift was filled with his warped experiments and attempts to create weapons for use against the followers of his enemies.

Noble Houses

The Noble Houses of Eolin are typically hereditary, though there is no requirement for a house to run along a bloodline. Noble houses have to pay taxes and field levies for the council, but in return they are given control of a part of the city. Originally there were four noble houses, one for each of the wards, but as Eolin has expanded past its original walls additional districts have been given out. Noble houses may be given control of a ward or district by the Council, although it is incredibly rare to see one noble house lose a holding and have it be given to another—only a major scandal can cause such an event to occur.

House Eothan, House of The Lord

Eothan Aethersword was one of the great founders of Eolin, and his house has ruled the Soldier's Ward since Eolin was still a small trading post on the Grand Road. Eothan nobles come from

all walks of life; at times the house has been little more than a band of glorified mercenaries led by one of Eothan's successors. Recognition as a noble by House Eothan is remarkably easy to get, but hard to hold onto.

The training and resources House Eothan provides are second-to-none, but there is little room for forgiveness in their eyes. Joining House Eothan is as simple as managing to get through a sparring match with one of its senior members, while remaining a member is contingent on bringing honor to the image of House Eothan. Even senior members have been expelled from the house for failing an important task.

House Eothan held the Soldier's Ward.

Their crest is a white elven sword (with a flat pommel, recessed hand-guards, and a very shallow point) on a blue and yellow elven shield. The blue forms a ring around the shield, while the yellow makes up the body; an elven cross in the same blue as the ring cuts through the body of the shield. They have a general reputation for nobility and are well respected. They provide twice as many members as they are obligated to with the levy, typically in the form of Fighters and Cavaliers, though they do have a number of Clerics, Warpriests, Paladins, and Swashbucklers in their ranks. There is not a religious aspect to membership in House Eothan, though most of its divine spell casters and many of its mundane soldiers worship Tinil-Galad or Adwofax.

Members of House Eothan are forbidden from having and raising children; should a member of House Eothan have a child, said child is left to the other parent to raise (if they are not a member of House Eothan) or given up for adoption. Members of House Eothan are not required to be celibate.

House Trithallos, House of the Lady

Trithallos Celebrithien was the other great founder of Eolin. Her house took control of the Saint's Ward, and reflects the heritage of Eolin's Great Monastery, which has stood since centuries prior to the city's formation. House Trithallos has never fallen out of favor with the Council, and they provide much of the city's justice system with arbitrators and judges. House Trithallos is a religious order, and the vast majority of its members become devotees of either Siwyn or Tinil-Galad.

House Trithallos held the Saint's Ward.

Although it is a quasi-religious order and the majority of its members are Clerics, Oracles, or Paladins, House Trithallos also recruits religious devotees from every walk of life. Membership in House Trithallos is by invitation, and requires characters to be recognized as righteous by a group of sponsors, who must already be members of House Trithallos. The number of sponsors depends on the reputation of a character; someone who is above reproach only needs one or two formal sponsors, while someone with a more colorful history may require as many as a dozen, or may not be permitted to join at all.

House Trithallos' crest is a lavender elven shield with golden rays of light behind a red Fruit of

Siwyn. It holds its followers to a high moral standard, but does not specify any other requirements of them.

House Glewen, House of the Mage

House Glewen traces its origins beyond Eolin to the legendary magician Glewen Anoumir, daughter of the Great Mother. House Glewen has enclaves all across Anth, and while it did not found Eolin it helped it recover from the Great Assault that led to the formation of the four wards. In exchange for its service, House Glewen received control of The Farmer's Ward.

House Glewen held the Farmer's Ward, but they also held an enclave in the North District where they handled most of their internal affairs.

Membership in House Glewen involves an ordeal that must be completed. The nature of this ordeal can vary depending on the exact branch of the house; often it involves the creation of a magical thesis that examines a particular school of magic (or even a single spell) and examines how it works, though it can also involve the creation of a similarly complex theological or philosophical work as well as the completion of a great magical feat. Membership in House Glewen is permanent, if only in name. Most members of House Glewen are Wizards, Sorcerers, Magi, or Arcanists.

House Glewen's crest is an elven shield with a blue star on a checkered dark green and red background.

House Thieder, Financiers of Eolin

House Thieder traces its roots back to the early fishermen of Eolin. Since that time, it has grown into a merchant house with little in its way keeping it from reaching massive amounts of success. House Thieder now handles most of the trade in Eolin, managing both land and sea trade in the city with a near-monopoly on the city's exports and imports.

House Thieder controlled the Fisherman's Ward.

House Thieder has two internal groups; one group that represents the tried-and-true Thieder merchants and traders, and the group of adventurers and mercenaries that they maintain so that they can meet the quota for their levies in Eolin.

Membership in the upper echelon of House Thieder involves a significant financial contribution (dues are exorbitantly expensive, starting at over ten thousand gold pieces a month). In exchange, they are given the chance to rise through the upper echelons to the position of a committee chairman or a head of a department of House Thieder's operations. The rewards for solid performance in these positions easily outweigh the costs of membership. Most of these members worship either Beluthien or Suloca, though some people whisper about wide-spread worship of Sulva within the house.

Mercenaries belonging to the lower echelon, however, are recruited from any talented looking individuals who are willing to put the house above their own interests in exchange for a steady stream

of money. They are given a sizeable operational budget, partly in an attempt to poach talent from the other houses and partly in an attempt to ensure that House Thieder's personnel reflect the house's wealth and power.

House Thieder's crest is a human shield with a large golden coin bearing its founder's likeness and a striped royal blue and lavender background.

House Blackstone, The Council's Hand

House Blackstone has a bad reputation among Eolin's elite for being a second-rate house. Despite the fact that its members often rise to prominence, they are often favored for political roles, and the human-run house is known to be less morally scrupulous than some of the other Noble Houses. Although they are rarely successfully linked to any crimes, the Council does use their members as deniable assets from time to time.

House Blackstone controls the Hill District.

House Blackstone is a diverse house, frequently featuring Brawlers, Rangers, Rogues, Barbarians, Gunslingers, and Bloodragers, although anyone who has the willingness to put up with the difficulties of being a member is welcome. Most devout members of House Blackstone worship Sifleda, with the second largest followings going to Cetus and Trilanius.

House Blackstone has leadership chosen and deposed based on competence; a trial for a position is not uncommon, and the house has a few dozen leadership positions that change holder frequently. The Blackstone family has long ago been supplanted by internal machinations within the house, but the house keeps the family's name out of reverence for its founders, and most of its current leaders are distant relatives of the original Blackstones.

Membership in House Blackstone is gained by recruitment. Leadership positions change all the time, often exploiting the elven rule that death leads to a loss of position, even if an immediate resurrection follows, so it's not uncommon for there to be a certain degree of animosity and in-fighting, which can serve as an opportunity for a novice to take sides and move up (or find themselves made unwelcome).

House Blackstone's crest consists of a black bird on a checkered white and blue human shield.

House Cadib, The Mystic's Respite

House Cadib was founded by dwarves. Focusing on the extreme edges of magical lore, its members study magic that exists on the fringe of what is known to be possible. They are a relatively young house in Eolin, with the unusual distinction of having a membership on both Gilin and Anth, with magical communication linking the house's branches on both planets.

House Cadib controlled the West District.

House Cadib is diverse, and most of its members are magicians, aggressively recruiting and

adopting magicians who do not fit in with the other houses. Many of its mages are Inquisitors, Alchemists, Witches, Oracles, and Magi, and they often present their levy directly to the Eolin Guard as investigators, bypassing the usual Council distribution.

House Cadib has a mentor-pupil system in place; the Grand Mentor is their highest ranking official. Mentors serve as a guide to the politics and world of House Cadib, rather than magical instructors, so pupils and mentors are placed without regard to their magical practice. Mentors have a say on whether their pupil has advanced to the point where they can have a pupil of their own, and whether they shall remain in the house, though more senior mentors may agree that a pupil or even a pupil and their mentor should be removed from the house.

House Cadib's crest is a black dwarven shield with a grid of red stars in the background and a golden lion in the foreground.

House Raedfrid, House of Scoundrels

House Raedfrid is a human noble house that is still tightly focused on its original bloodline. A smaller house compared to the others, House Raedfrid prefers to avoid overt confrontation in favor of a tendency toward deception and misdirection.

House Raedfrid controlled parts of the North District.

The Raedfrid dynasty numbers about a thousand people altogether, including members gained through adoption and marriage. Unlike elven houses, it does not recognize death as a cause for a loss in title, and the founder of the house, Alber Raedfrid, still exists as the house's head, despite being a human who has died several times from both old age and combat.

As House Raedfrid is heavily focused on its original bloodline, it has a smattering of individuals with a broad skillset that it presents as levies, as well as some hired mercenaries that it sends for the Council. Raedfrid's members tend toward secrecy and intrigue, and many are Rogues, Investigators, Ninjas, or Slayers, and the Raedfrid family has long followed Sifleda.

House Raedfrid's logo is Sifleda's fox overlaid on a human shield with a green and black echelon patterned background.

House Amharust, Wild House

House Amharust is a dwarven house that evolved out of a naturalist organization in Anth. Coming to Eolin as foreigners, they found their place in repeated engagements fighting monsters in the regions that surrounded the Eolin rift following the Great Assault. Regarded as great enemies to Maletar, they have a protected status, but recently were forced to cede parts of the East District to House Legaethiel, something that many are bitter about.

House Amharust controlled the outermost parts of the East District, and also operated outposts and settlements throughout the region.

Focusing on a pursuit of nature, House Amharust welcomes Druids, Hunters, Rangers, Shamans, Barbarians, and Bloodragers, though any suitably minded member may join. Amharust maintained a variety of outposts across the bridge between North Celalinde and South Celalinde, and have been a great force standing against Maletar in the region.

Many of the members of House Amharust have adopted Tinil-Galad as their deity, while members traditionally worshiped Adwofax or Achast prior to the group's arrival in Eolin.

Members of House Amharust were required to patrol the wilderness and man House Amharust outposts for half of the year. Levies have this duty waived in return for their service to the Council.

House Amharust's crest is a dwarven shield with a cream background partially filled by a green diamond, and a blue wolf in the foreground.

House Magnarum, the Great House

House Magnarum originated outside of Eolin, and is the ruling house of the Republic of Lights in South Celalinde. Often called simply “the Great House”, they control more resources than all of the other noble houses of Eolin combined. However, their efforts are largely focused at maintaining internal stability as their reign in the south has become challenged by foreign and domestic threats.

House Magnarum controlled the Lake District.

House Magnarum typically accepts any follower of the southern pantheon into its ranks, and will accept anyone else who is willing to take an additional oath of loyalty to uphold the virtue of the southern pantheon even if they follow a deity from another pantheon.

House Magnarum reflects an assortment of classes and social backgrounds, as its presence in Eolin is part of a concerted diplomatic agenda, and it fields levies according to the requests of the Council.

House Magnarum's crest is the seal of the Republic, which is two large keys crossed behind a fountain. When placed on a banner or painted on a surface, the background is typically blue while the image is in gold and white.

House Camiae, the Loyal Hounds

House Camiae is a human house, but it has been in Eolin since shortly after the Great Assault. Driven north from their territorial holdings in South Celalinde, the Camiae family ensured a future for themselves and their compatriots through pledging allegiance to the Council.

House Camiae controlled the Southern District.

House Camiae's loyalty is above reproach, and they are in many ways indistinguishable from the Council. A common joke in Eolin is that House Camiae doesn't pursue seats on the Council because they wouldn't know what to do with them—the joke overlooks the fact that House Camiae often holds Council seats, and is the most influential human house by far.

Members of House Camiae swear loyalty first to Eolin. House Camiae emphasizes loyalty, faith, and honor, and not worshipping a deity is rare among the Camiae. Despite the house's southern origin, members are split almost equally between followers of Eni and Isylius due to the fact that many human immigrants to Eolin joined the faction, with a smaller minority worshipping Beluthien.

House Camiae is renowned for its ability to train ranged combatants, such as rangers and gunslingers, something which complements its levies of fighters and barbarians.

House Camiae has an elven shield for their crest, rather than a human shield. It has an orange and yellow checkered background, with a white wall occupying the center of the shield.

House Legaethiel, the Inquisitors

House Legaethiel is unique because it is not the first house to take that name. The first House Legaethiel was destroyed in the Great Assault by the complete extermination of its members. House Legaethiel had holdings at Waterviews, rather than in the city of Eolin, and the settlement was razed in such a violent manner that not all of the victims could be found for resurrection.

House Legaethiel is not a traditional house because its founder did not carry the Legaethiel name; Beliar Stonemark was an elven paladin of Emelus who took up the name after having a vision at the site of Waterviews. To this day they remain the most militant of the houses, actively hunting down followers of Maletar.

House Legaethiel held the inner parts of the East District, something which put them at odds with Amharust, but they also had a monastery at Waterviews, and were its de facto rulers.

House Legaethiel is a religious order worshipping Emelus but with a strong trend toward elven traditions. They identify themselves by wearing tonsure, and include Paladins, Monks, Warpriests and Samurai at their core, though any follower of Emelus or Tinil-Galad may join if they demonstrate sufficient devotion to the fight against Maletar.

House Legaethiel's crest is an elven shield with a golden background punctuated with red diagonal stripes. A black bow with an arrow nocked occupies the foreground.

House Occitum, the Empire's Reach

House Occitum comes from an offshoot of the Southern Empire of Leritum, which occupies some of the southernmost explored frontier of South Celalinde. As foreigners, they are somewhat untrusted, but they still have strong ties to the foreign markets and as such are tolerated within Eolin. Most of the members of House Occitum are emigrants from Leritum, though some are sent to join the house by order of the Empire while others simply went to Eolin to seek their fortunes and later joined

the house.

House Occitum controlled the Human District.

House Occitum's claim to fame is its great artists, with Bards and Skalds that are in great demand, but it also has powerful Clerics and a strong contingent of feared Fighters that train in similar ways to the Imperial Army. Their healers are also famous, though they do not frequently work with the larger population of Eolin like the house's artists do.

Members of House Occitum are expected to follow the laws of both the Empire and Eolin, which can quickly become tiresome, and the house reports directly to Imperial oversight, resulting in a large administrative overhead and a lack of trust from the Council. Their levies are often split up so that no more than one or two members of House Occitum operate together under the Council's command. In addition, members of House Occitum must follow a deity of the southern pantheon.

House Occitum's symbol is a rectangular shield with a golden gladius wreathed with olive branches, surrounded by the letters TICES around the gladius, standing for the gods of the Empire.

Common Eolin Backgrounds

Eolin has an incredible amount of bureaucracy and infrastructure that grew over the course of a millenium or so of operation.

Waterviews

Waterviews has a troubled history; the site of the largest and most violent massacre in history, it was entirely destroyed by Maletar during the Great Assault. Since then it has been rebuilt, but remains only a specter of its former glory.

Technically its own city outside of Eolin, as both cities have grown it is now a matter of hours travel to and from Waterviews via horse. Waterviews sits on the Crest of the Gods, a plateau hollowed out by magic that sits on the highest peak of the Hourglass Divide. While Eolin serves as a water trade route with the western portions of Celalinde, Waterviews sits on an older land route, and the cities have a complex relationship. For much of recent history, though, House Eothan and House Legaethiel have cooperated in mutual defense of the region from Maletar's assaults, and the two cities have enjoyed a period of good relations. As North Celalinde became more settled, particularly in the east, Waterviews developed close ties with Eolin; leaders from both cities met annually to decide upon appropriate tariffs for merchants passing through from the Republic of Lights and Empire of Leritum to the south. Taxes on travelers are shared between both cities in exchange for the Council of Eolin extending its protection to Waterviews, which was only rebuilt a hundred years ago and remains a comparatively small city with a largely elven population.

Notable Places Of Waterviews

Legaethiel's Redoubt

Legaethiel's Redoubt is an ancient fortress almost as old as Anth itself founded by the original Legaethiel house. As all of its members were killed in the assault on Waterviews, and no records survived, little is known about the original Legaethiels other than their existence as a religious order and the epic battle they fought against Maletar's creations here and in Waterviews itself.

Filled with traps that are easily avoided by anyone familiar with Legaethiel iconography, Beliar Stonemark had a vision that taught him the basics of understanding Legaethiel's Redoubt. Although the modern House Legaethiel did not maintain even a token garrison here, something which allowed Ayn the Betrayer to reach Maletar's Maw without difficulty.

Maletar's Maw

Located near Waterviews, a burst of light from this site was the first sign that the War of the Gods had begun. A physical breach in Maletar's prison, it has long been a source of corruption for the surrounding lands, leading Tinil-Galad to raise mountains around it to keep the creatures that poured from it contained.

Only accessible by flight or by passing through Legaethiel's Redoubt prior to the War of the Gods Maletar's Maw was surrounded by barren wasteland, and shards of the land immediately around it are known to have exotic magical properties.

The Northern Reaches

The Northern Reaches were occupied by humans who primarily worshiped Eni, Adwofax, Edelhild, Kaerix, and Sifleda prior to the War of the Gods. Living a nomadic lifestyle, though one that had become increasingly integrated with elven settlements, northerners tend to be highly devout and adventurous folk.

The Northern Reaches were also home to a variety of exotic creatures made both prior to the Accord of the Gods and by Maletar or a god operating in violation of the Accord. Most of these wondrous animals had been hunted to extinction or existed only in private collections outside of the Reaches, but here they roam free, protected by the nomads who associate them with their traditional ways of life. Followers of Adwofax, in particular, were known to discourage outsiders from hunting the majestic beasts that they hunted as part of their ordeals.

Republic of Lights

The Republic of Lights was a tenuously democratic nation that was perhaps the most powerful nation on Anth despite being smaller in population than the Empire of Leritum. Primarily dominated by humans, it was run by a technocratic senate that is composed of both technological and magical geniuses. Firearms from the Republic of Lights have become a staple across Anth, while the cutting-edge locomotives that they had completed just months before the War of the Gods never propagated

outside the Republic's boundaries. Even the Republic's name is inspired by its technology: its well-lit streets which relied on gaslamps instead of the torches used in the Empire or the magical lighting favored by the elves of Anth and Waterviews were astonishing to visitors.

The Republic placed a high value on martial prowess combined with magical aptitude, and most of their soldiers and guards were equipped with firearms and had basic magical training. Almost every magician among the Republic's ranks was a Wordcaster, though an impressive number were both Wordcasters and spellcasters. Although most of these weapons were muzzle loading weapons that had an appallingly slow rate of fire, revolving rifles and handguns had become popular in the past few decades when the technology needed to machine them became available.

The Republic enjoyed close trade with almost everyone but members of the Empire of Leritum, its rival, though it tended to import raw materials and export magical goods rather than technology, to match the preferences of its trading partners who found the poor availability of replacement parts and technicians to outweigh any benefit of all but the most simple exports, especially when magic could do most tasks just as easily.

Empire of Leritum

The Empire of Leritum had been in decline for years prior to the War of the Gods. Although it was closely affiliated with Eolin, it struggled with internal instability and a costly rivalry with the Republic of Lights.

More of a loose affiliation of city states than an empire when it was founded, the Empire of Leritum centralized its power into the hands of its hereditary emperor over the course of two centuries in A2639.

Unseen Societies

Other Worlds

When Maletar escaped, Anth was separated into a collection of fragments referred to either as Anth or “the Worldshards” by their inhabitants. Interplanetary possible was difficult but possible prior to the War of the Gods through magical teleportation, but since it was dependent on the Books and Bridges of Garalas, who is now dead, it is no longer possible to move between planets except by taking a very lengthy journey through space, which is something that is not feasible for the inhabitants of Anth.

Still, the planets of Gilin and Mar are still intact, and many people who tire of the ruined state of Anth quest slavishly to find a way to travel to its neighbors for a more peaceful life, entirely oblivious to any events that may have unfolded there.

It is also possible that players may wish to play a character from Gilin or Mar; it is up to the GM and that player to decide on appropriate histories for characters from Gilin and Mar, keeping in mind that Anth, as a planet essentially controlled by the elven pantheon, is a lot less dangerous and more tranquil than its two nearest neighbors.

Magic

Magic predates both the gods and their creations, and has been flowing through the universe for an untold amount of time. Normally passive, the introduction of life has disrupted the manosphere, and those with the proper training or intuition can invoke words of power and spells, or harness great artifacts.

Deities

Accord of the Gods

The Accord of the Gods include the sins of Maletar and the guidelines for creation. All gods known to mortals obey the rules; the exception being when they have the permission of another god to act in contravention of their usual authority.

- Gods will not undo each others' acts, for this was the sin of Maletar.
- Gods will not meddle in each others' affairs, for this was the sin of Maletar.
- Gods will not hold grudges against each other, for this was the sin of Maletar.
- Gods will not destroy each others' creations, for this was the sin of Maletar.
- Gods will not create alone, for this was the sin of Maletar.
- Gods will not create new planets or stars, for this was the sin of Maletar.
- Gods will not create aimlessly, for this incurs disaster.
- Gods will not create unless there is a need, for this incurs disaster.
- Gods will not bring creations between the planets, for this incurs disaster.

Miracle takes place in the universe of Anth following the awakening of Maletar, the Rebel God.

History

Before the War of the Gods

The elven gods were the first gods to become aware of the world; Siwyn's first breath created Linoriil, and she drew the other elf gods to it. They collaborated to make the planets of Mar and Gilin, but it was Siwyn who created Anth, all by herself. Maletar slipped away while they were creating, and began to breathe his own stars into existence. He called the other gods, but they did not answer. Frustrated, he returned to Linoriil. Frustrated at the other gods' apathy about his creations, he attempted to destroy Linoriil. Tinil-Galad fought with him, destroying thousands of his stars. Maletar decided to

use Anth as a shield to defend himself against Tinil-Galad. Hearing Siwyn's cries as Tinil-Galad prepared to destroy Anth, Nil-Gaviel created a prison for Maletar, trapping him inside Anth. Beluthien declared that this was just, and Garalas recorded his sentence forever in her song.

The gods decided that there would be no more planets, and instead settled with making moons to go around the planets. Around Anth there was one moon, around Mar there were two, and around Gilin there were three. After a time, however, the moons of Gilin collided and settled into a ring.

The gods tired of shaping the worlds and the moons. It was Siwyn who once again led the way, breathing the first elf, Filmandir, into existence on Anth. Puzzled by this creature, she began to shape the world for it, creating plants and seas and animals for the elf. Time passed, and the other gods became aware of Filmandir, the Great Mother, as the elves began to discover the meaning of suffering and cry out. Maletar, ever vengeful, had unleashed monsters upon the world. It was Garalas who answered their cries, coming to their aid. She gave them the knowledge of the world and the gods, and gave them the means to survive Maletar's assaults by showing them magic. At this time, Anth was the only world with life.

Other gods became aware of Garalas' song, and came to Linoriil. The Human Gods first, and then the Dwarf Gods. The Elf Gods debated what to do, then came to a conclusion. So long as these new gods followed the Rules of the Gods, they would be permitted to claim their own planets. The Human Gods chose Mar, and the Dwarf Gods chose Gilin. Each group brought elves to their world, but they did not do well. Mar was created too fertile, a veritable paradise free from Maletar's influence. So the Human Gods cut the lifespan of their creations, turning them into the humans we see today. Gilin was too wild for elves; they died at the hands of the strange experiments of the Dwarf Gods, so they were transformed into the robust and short dwarves that we see today.

In the aeons that have passed, humans and dwarves came to Anth, and elves and dwarves to Mar, and elves and humans to Gilin. The planets are still out of each others' reach, in a concurrent orbit, but the gods brought their followers to the planets they controlled. Urissa the Curious, however, brought everything she could to Gilin, and wound up spreading the creations of Maletar to the other worlds through her actions, which led to a ban on the practice of moving worlds' inhabitants without getting permission from each of the other deities. As a result, each culture and race now thrives on each of the planets. Generally, though, inhabitants of Anth identify with elven culture, inhabitants of Mar identify with human culture, and inhabitants of Gilin follow dwarf culture.

The War of the Gods

The Rift that had contained Maletar began to unravel and dissolve. Even though it was untouchable to the dark god, his influence began to creep out, searching for any way to exert itself. Anyn the Betrayer, also known as the Cogmaster, a construct forged by the Council of Anth to serve as a being immune to Maletar's corrupting influence, fell not of coercion but of his own free will, and brought a band of adventurers through Legaethiel's Redoubt and to Maletar's Maw, where he freed the

god from his prison using a powerful artifact that one of the adventurers had taken from a follower of Maletar. Demanding godhood from Maletar in exchange for his freedom, Anyn was destroyed by Maletar, and his companions were turned into the first revenants. Maletar then turned his attentions elsewhere, and in an instant the War of the Gods had begun.

The Elf Gods, distracted by their creation, failed to notice their rival deity's escape, and Maletar made a pact with the Human Gods Kaerix, Sifleda, Emelus, and Cetus through his follower, Sulva, whom he had corrupted. With their forces combined, they staged an assault on the Elf Gods, who cried out for help but found none. Set upon by this coalition of gods, they found that the Human Gods who had not turned to Maletar refused to turn against their brethren, until the unthinkable happened.

Maletar struck down Garalas. As she died, her song died with her, and even the mighty Tinil-Galad recoiled in terror. In this instant, Maletar ripped apart Anth, and with it Siwyn, who gave her life to protect her children from total destruction. In horror, Urissa, Achast, Eni, Edelhild, Adwofax, Trilanius, and Isylius joined forces with the remaining Elven Gods, forming the Protector's Pantheon to stand in opposition to Maletar's coalition. The two factions of gods fought until stars and worlds were torn apart.

Aftermath

The War of the Gods still rages, but its participants have worn themselves into impotence. Their followers decimated, each god began to become aware of the role of sacrifices in their power; the dark adepts of Maletar had long sacrificed to him, and the power that awaited him when he stepped out of the Rift was like nothing else. The gods began to demand sacrifices from their followers, but the accord of the gods had lapsed

Anth has been shattered into the Worldshards, mere remnants of the glory of Anth. The gods have been driven away by the forces and legions of Maletar, who has created agents to destroy what remains. Many people have been twisted into revenants, foul remnants of the things that they once were.

The Gods

Dead Gods

Siwyn, Goddess of Hope

In the cosmology, Siwyn pulled Anth through the skies around Linoriil, allowing it to remain warm so that its inhabitants could live. She symbolizes the cycle of life, healing, and growth. Her anti-aspect is disease.

Followers pleased Siwyn by being a productive member of society, healing others (even plants

or animals), and by spreading her word. Farmers and others who work with agriculture came under her special protection, and she favored them with her boons. She appreciated those who prevent unnecessary violence. She required her followers to be respectful to all of the gods.

Siwyn frowned upon unnecessary violence, though she does not forbid violence in all cases. She also frowned upon those who blaspheme the name of any deity, even Maletar, and those who spread disease, even unintentionally.

Her Crusades focused on stamping out disease by any means necessary, up to and including quarantine; Siwyn's followers have been known to put cities under siege to prevent plagues from spreading to a larger population.

Siwyn did not smite unbelievers or heretics.

Her symbol is the Fruit of Siwyn, which is depicted as a triangle with three ellipses coming out of the points to symbolize the three fundamental parts of Elven life (shelter, food, family).

Garalas, Goddess of Knowledge

In the cosmology, Garalas sang the song of Maletar's sentence to warn the universe of his malice. She embodies knowledge, learning, and magic. Her anti-aspect was ignorance.

Followers pleased Garalas by inscribing and sharing knowledge, as well as by studying libraries and codices of information. Studying a Book of Garalas aimlessly was also a way to please Garalas. She was especially pleased when people contribute to the Book of Garalas. Researching a new spell also pleased Garalas. Education was a core tenet of Garalas' followers, and she protected teachers and scholars.

Garalas frowned on the destruction of any book, but especially spellbooks. She was easily offended by blasphemy, and also disliked people who disdain learning or disrespect well-read people.

Garalas did not typically smite unbelievers, but on rare occasions she sent troubling thoughts to a heretic or enemy of the Three Pantheons to prevent them from preparing spells.

Garalas' symbol is an eye.

The Protector's Pantheon

Tinil-Galad, God of Battle

Tinil-Galad held back the stars to protect Anth at night, keeping them from smashing apart Maletar's prison. He symbolizes struggle, valor, courage, and conquest. His anti-aspects are fear and betrayal.

Followers of Tinil-Galad earn favor by being victorious in his name. He approves of honorable one-on-one combat, or any fight that requires courage, such as cooperating with others to take down a

great beast or fighting a great horde. He also approves of making great speeches that bolster courage, and those who record the history of war.

Tinil-Galad frowns upon deception or underhandedness. Killing someone without warning, or by using overwhelming numbers, is frowned-upon. Blaspheming his name earns his wrath.

His Crusades are always directed at traitors or deception. His crusaders gain immunity to critical attacks, and any harmful effects that can be thwarted by immunity to critical attacks cannot be applied to them (harmless effects are not impacted).

Tinil-Galad does not smite unbelievers, but those who blaspheme his name or otherwise incur his wrath may have their minds warped and twisted. They will suffer a -1 CM penalty when attacking any of Tinil-Galad's followers unless they can find a way to reverse the trauma that the god of battle visited upon them.

His symbol is a warhammer.

Followers of Tinil-Galad become warped into ideal soldiers; capable of healing quickly from wounds, they begin to acquire scales akin to a dragon's that further protect them from harm.

Beluthien, God of Law

Beluthien spun Anth, making sure that each part got an equal amount of day and night. He symbolizes law, justice, preservation of order, and fair trade. His anti-aspects are crime and corruption.

Followers of Beluthien earn favor by being fair and upholding the law in their daily lives. He approves of those who deal fairly with others even when they have a consequence-free opportunity to do otherwise, and those who help the poor and downtrodden. He also approves of those who attempt to prevent or report crime.

He frowns upon any criminal or unethical behavior, especially as it regards to trade or charitable actions. Financial or business fraud, including lying about due payment, is enough to incur great wrath from Beluthien.

Beluthien does not smite unbelievers, but those who blaspheme his name are known to lose fortunes in mysterious accidents, even to the point of permanently “misplacing” a prized possession.

Beluthien's symbol is a pair of scales.

Those warped by Beluthien have glowing eyes that are said to pierce to the souls of those they gaze upon. They gain the ability to see into the minds of others, as if they had a mild telepathy directed only on an individual that they can normally see, and can determine if they are lying and deduce their planned course of action.

Nil-Gaviel, Goddess of the Home

Nil-Gaviel held Anth together so that Maletar's force could not rip it apart. She symbolizes tradition, harmonious peace, fertility, and family life. Her anti-aspect is rejection of society.

Followers please Nil-Gaviel in a number of ways; having children, coming to peaceful resolutions to problems, honoring their family, and living in cities aligned with elven culture. She appreciates ceremonial worship, as well as the telling of tales and histories relevant to a family or society.

Nil-Gaviel frowns upon those who sow discord within a family or society. She hates those who split families, and has been known to entirely turn her back on elves who leave a marriage.

Nil-Gaviel does not punish unbelievers or heretics, but will turn her back on those who offend her entirely, leaving them without the chance to redeem themselves.

Her Crusades can focus on any threat to elvish culture or the elvish race.

Nil-Gaviel smites heretics and enemies of the faith with infertility, and may also mark them as exiles in extreme cases.

Nil-Gaviel's symbol is a tree with many long branches.

Those warped by Nil-Gaviel gain a gland that produces a sickly-sweet sap. The scent of this sap causes people to listen to the follower with more credence than they normally would, and it can be applied in doses to have an exaggerated effect.

Urissa the Curious Scholar

Urissa is responsible for many of the gods' innovations, but also made the mistake of bringing Maletar's corrupted creations to worlds other than Anth. She is associated with discovery and experimentation, as well as its consequences.

Urissa favors those who seek to expand their knowledge into fields unknown. She also likes followers to press onward despite the potential consequences of their actions. Urissa encourages her followers to spread knowledge by word of mouth and test each others' discoveries.

Urissa does not appreciate people publishing information in writing, as she feels that it hinders future experimentation.

Urissa's symbol is a caliper.

Those warped by Urissa lose their eyes; they instead gain a supernatural knowledge of the shape, size, composition, and spacial relations of their environment. Those who are not severely warped may retain vestigial eyes, though blindness occurs quickly.

Achast the Magnificent Wheel

Achast is the dwarven god of travel and society. An aspect of dwarven culture, he celebrates both the pursuit of individualism and the need for cooperation with a larger community.

Achast favors those who experience the world both alone in explorations of nature and paths less traveled and in groups of fellow travelers and other members of dwarvish society.

Achast does not anger over inaction, although blasphemy may provoke his wrath, as does failing to show hospitality to travelers.

Achast is often represented as a wheel with wide spokes, which doubles as his symbol.

Those warped by Achast become taller, with their legs extending to give them more speed while they travel. They also become more lean, as their stomach begins to shrink. More severely warped individuals absorb nutrients from the air around them and grow roots into their surroundings as they rest or climb.

Eni, Leader of the Gods

Eni is considered to be the leader of the Northern Gods because of his wisdom. The least chaotic of the lot, Eni encourages introspection and reflection, traits which often leave his followers paralyzed by inaction, but which can also help them overcome great challenges. His aspects are meditation, reflection, and understanding.

Eni's ordeals focus on presenting wisdom to others. Solving a major problem, such as a dispute over resources, is often considered to be an ordeal by Eni, but other ordeals can be more simple, such as helping a friend through a sufficiently difficult situation.

Eni's symbol is a great bear, but he does not manifest in an avatar.

Those warped by Eni become weathered and gain an aged appearance; they gain the ability to focus their mind away from distractions or pain, and have a subtly intoned voice that is particularly good at manipulating others.

Adwofax, God of Courage

Adwofax and Tinil-Galad share many things in common, but Adwofax encourages his followers to live a more wild life; followers of Adwofax are encouraged to seek out and vanquish great challenges alone, and his followers are encouraged to seek out trouble rather than Tinil-Galad's focus on protecting a society. His aspects are battle, glory, and vanquishing.

Adwofax's ordeals focus on defeating a powerful foe. While this often takes the form of a great monster, this can also include mortals who oppose the worshipper, including those who exert political influence rather than force. Adwofax does not proscribe trickery, stealthy attacks, or underhanded means of completing ordeals.

Adwofax's symbol is the wolf. He has been known to manifest in both a wolf and human avatar to provide guidance to his followers.

Those warped by Adwofax gain an acute sense of smell and are able to notice minutiae as they occur, enabling them to capitalize on the smallest windows in combat and find vulnerabilities in things that were otherwise believed to be impenetrable.

Edelhild, Goddess of the Hearth

Edelhild is the most reserved of the Northern Gods; unlike Eni, who will speak his mind openly on issues, she is much more reserved. Sister to Kaerix, and second to awaken to the world, she is much the opposite of her sister; her domain is unity, harmony, and relationships.

Edelhild's ordeals focus on creating an identity for a group of people, or reuniting lost members of a family or group.

Edelhild's symbol is the cat, and she has been known to appear in the form of a cat to lead her lost followers home.

Those warped by Edelhild gain additional eyes in various places of their body; both their original eyes as well as their new eyes gain a durable protective sheath. This protective sheath extends over their entire body, forming a filmy layer that is resistant to many effects.

Trilanius, the Drunken God

Trilanius is often known by those who do not follow him as a wild and drunken figure, a notion that is not always abolished by his followers. However, Trilanius is actually associated with freedom and expression, rather than drunkenness, by those who worship the Southern Gods.

Those who specially worship Trilanius wear a blue sash or toga to signify their alignment with him. In addition to this sign of devotion, they carry a flask with a blank scroll rolled up inside it as a reminder of the freedom that Trilanius loves. Priests of Trilanius attach a scroll case to the sash or toga that marks them as a follower of Trilanius.

Trilanius encourages his followers to speak their minds and live for the moment, and he only punishes them if they do not respect the rights of their fellows to do likewise.

Trilanius' symbol is a drop of wine.

Trilanius' warped followers find themselves becoming more sedate and calm, and are able to remain in control of almost any situation. They are capable of reacting extremely quickly, though their body lags behind their mind, which often leads to slurred speech and the need for compensating motions.

Isylius, the God of Land

Isylius is considered to be one of the most stoic, slowly changing gods in any pantheon. He is more contemplative than even the ancient elven gods. Isylius' focus is on the planets themselves; he examines them and crafts them to fit the needs of mortals.

Those who specially worship Isylius wear a brown sash or toga to signify their alignment with him. In addition to this sign of devotion, they carry a small globe with them. Priests of Isylius carry a level with them, signifying the god's calculating philosophy.

Isylus' symbol is a stone.

Isylus's followers whom he has warped gain rough patches on their skin that end up becoming calcified, looking something like stone. This is a somewhat painful process, and these extrusions can shatter like bone.

Enuthul, Who Mourned the Dead

Enuthul awoke during the War of the Gods with the death of Garalas and Siwyn. Rushing to their defense in their dying moments, he is partially to thank for Siwyn's success in saving Anth from being entirely destroyed by Maletar.

Those who worship Enuthul wear clothes of mourning with characteristic black robes, and often paint their faces with ash. Enuthul ordains that his followers sacrifice of their own physical and worldly pleasures, and the particularly devout lead ascetic and celibate lifestyles. Enuthul requires his followers to provide for those in need and those who have suffered loss.

Enuthul's code of conduct is vague, but most of his followers have little difficulty adhering to his philosophy, which is largely merciful. Former followers of Siwyn are often mixed among his followers' ranks, receiving the protection of his clergy. Awakened at the same time as the other Cycle Gods, Enheluhun and Enhari, Enuthul is a rival of Enheluhun.

Enuthul's symbol is an engraved stone.

Maletar's Coalition

Maletar, the Rebel God

Maletar is trapped beneath Anth's surface for defying the other gods. His aspects are disease, fear and betrayal, crime and corruption, rejection of society, and ignorance.

Maletar gives his favor to those who reject traditional Elven society. Actions that please Maletar include betrayal of one's family, ignoring elven laws, and spreading disease. Maletar is especially pleased when people desecrate actively used holy sites of the other elven gods.

Maletar is difficult to anger, as he has relatively little stake in even his immediate surroundings

in Anth. However, he may be angered when his plans are foiled. He does not have any recourse to address such grievances, though, as his prison prevents him from doing so.

Maletar has never called a crusade, and his followers do not have the religious hierarchy that the other gods have created to enable them to call a crusade.

Maletar had no symbol, though societies of his followers have adopted several during his exile. His chosen symbol, now that he is free and has unified some of the communities of his worshipers, is a crown.

Note that openly worshiping Maletar is proscribed in almost every society, even those who traditionally and may still worship gods who have aligned themselves with him, since he has been personally responsible for so much destruction.

Those who are warped by Maletar become revenants; those who he sees fit to further change gain unrestrained muscle as well as talons, fangs, and other features devoted exclusively to destruction..

Kaerix, Goddess of Change

Kaerix was the first of the human gods to awaken, and her first act was to seek out the song of Garalas. Kaerix searches for new things and encourages their growth; she and her followers attempt to make sure that new innovations do not disappear but are instead maintained forever. Her aspects are knowledge and the cycle of life and death. Her sister is Edelhild.

Kaerix's ordeals tend to focus on seeking out new knowledge from obscure corners of the world and returning it to other followers of Kaerix. Kaerix also considers the destruction of powerful undead to be an ordeal, as she hates such creatures.

Kaerix' symbol is the raven, her favorite creature. She occasionally appears in the form of a raven to communicate knowledge to her followers.

Those who follow Kaerix tend to be supernaturally faster and more agile than their peers, with the only physical sign of their differences being a noticeable impulse to move, including constant twitching that could be mistaken for a palsy were it not for their exceptional coordination in their intentional movements.

Sifleda, Goddess of Trickery

Sifleda is a goddess of deception, something that earned her few friends when she first awakened. Ever plotting, she maintains a tenuous relationship with the other gods, but her respect for the Rules of the Gods, if grudging, guarantees her safety. She is one of the most active gods. Her domain is trickery, deception, and cunning. Sifleda and Kaerix hate each other, and Sifleda often puts undead, even those who do not worship her (as most sapient undead who are religious do), under her protection.

Sifleda's ordeals focus on infiltration and revelation; someone who manages to pull off a great feat of cunning and deception that fools large groups of people or very cunning people. A counterpart to this ordeal is that they must make their deception known, potentially incurring the wrath of those they have fooled.

Sifleda's symbol is the fox. She is not known to manifest in any particular form, but some scholars believe that she will manifest in a physical form like some of the other human gods; she is just more subtle about it.

Those warped by Sifleda gain a remarkable control of their body; they can feign a variety of physical conditions so well that only powerful magic can see through the disguise, and they can even reshape their bones to look like someone else.

Emelus, the God of Vengeance

Emelus is the upholder of oaths and bonds. His role among the Southern Gods is to settle conflicts over interests and to punish the party that is in the wrong. He is, along with Garalas and Beluthien, one of the most fervent upholders of the Rules of the Gods.

Those who specially worship Emelus wear a purple sash or toga to signify their alignment with him. In addition to this sign of devotion, they keep a shrine to the law, and carry a ritual knife that is used to seal blood oaths. Priests of Emelus carry a short sword in addition to their other possessions, which is occasionally used to execute especially heinous criminals by means of stabbing.

Emelus will strip his benefits from any of his followers who renege on a signed contract or blood oath unless the other party has violated the agreement first. Followers who repeatedly violate verbal agreements may also be stripped of benefits.

Emelus' symbol is a dagger.

People who have been warped by Emelus find that they are more wiry, and observers note a supernatural notion of hunger that surrounds them.

Cetus, the Masked God

Cetus is an enigmatic figure among the Southern Gods. Little is known about Cetus other than the fact that he keeps a massive set of records, none of which are written in a language known to mortals. Cetus is responsible for preserving a sense of mystery and intrigue in the world, providing the wonderment that comes from a new day.

Those who specially worship Cetus wear a black sash or toga to signify their alignment with the deity. Cetus' followers also carry a full-face mask, typically worn on the belt. Priests of Cetus wear these masks at all times, identifying themselves with a unique token instead of showing their faces.

Cetus' rules are enigmatic and unclear, but he has been known to revoke his blessings from

followers who go too far in attempting to explain his mysteries.

Cetus' symbol is a mask.

Those warped by Cetus begin to lose any physical signs of differentiation from others; this often appears as a softening or hardening of their form that removes distinguishing marks or features, but this can get more extreme; some followers of Cetus find that their eyes become blankly white.

Sulva, the Corrupt God

Sulva is a dwarven god who was consumed entirely by Maletar and forced into his prison. Despite this, she maintains a following during the time of the Three Pantheons, and both these and her later her followers swear by her divine blessings. She is unpopular with elves in particular, as her domain is change, alteration, and upheaval, and the revelation that she has joined sides with Maletar makes both her traditional and new-found worshipers somewhat unpopular.

Sulva favors those who are pragmatic. Her followers are required to carry a token of her blessing, which can take a number of forms; typically these are related to cycles (a calendar, a mobius strip, a clock or diagram thereof). Followers show devotion by cutting loose from relationships and organizations that they do not contribute to or benefit from in pursuit of their goals.

Sulva will forsake followers who become too comfortable in a routine, but she largely does not anger or does not have the means to show such anger, and any heretics or pariahs are simply not considered followers.

Sulva's symbol is a closed eye.

The worship of Sulva was theoretically permitted by most elven theological interpretations, but in many places in Anth, including Eolin, they were considered either blasphemers (a real god would not fall to Maletar) or followers of Maletar in disguise. Traditional members of sects that worshiped her, as well as more modern sects, typically have a fervent dislike for most followers of the Protector's Pantheon.

Those warped by Sulva become often gain a ghostly or incorporeal appearance, aiding them in fading into their environment. They lose some of their natural coloration, and their bodily fluids become black, including mucus; for those heavily affected the eyes may become black.

Enheluhun, Who Awaited the Dawn

Enheluhun is a recently awakened god that only appeared at the advent of the War of the Gods, though he had been aware of the universe for some time before that. Observing the other gods, he noticed that he would have no place among them, and waited for the balance of power to change.

Enheluhun is associated most frequently with the space in between the Worldshards, as he encourages his followers to attack worshipers of gods that he is not aligned with, something that leads

to them waylaying and murdering travelers.

Enheluhun fashions himself as a moral authority for his followers, and does not claim a particular domain or aspect. He has a strict set of tenets for his followers, and awards them with a variety of stages of “enlightenment”, which are accompanied by physical alterations. Enheluhun hates Enuthul, who is one of his fellow Cycle Gods, and his followers are instructed to attack the worshipers of the One Who Mourns on sight.

Enheluhun's symbol is a flame.

As followers become warped by Enheluhun, they lose humanoid features, having them replaced by an increasingly invertebrate alien appearance; some of the more extremely warped followers of Enheluhun are only recognizable as coming from a humanoid race by the fact that they have four tentacles and a larger mass that could be said to be a body.

Neutral Gods

Not every deity chose to take a side in the War of the Gods, and to this day Suloca, Goddess of Fortune, and Durzhagad the Forge have not officially sided with one deity or the other; Suloca did occasionally intervene on the side of one faction or another, only to exhaust her resources, but Durzhagad the Forge remained entirely oblivious to the conflict in his own introspection.

Suloca, the Goddess of Fortune

Suloca is a friend to everyone she meets, bringing joy and bounty with her. Her role among the Southern Gods is to bring prosperity to the people and ensure that needs are met. She keeps the fields protected from the weather and traders protected from bandits.

Those who specially worship Suloca wear a gold or yellow sash or toga to signify their alignment with her. In addition to this sign of devotion, they carry a special two-faced coin, a reminder that Suloca always watches out for her faithful. Priests of Suloca carry a weighted scale as a reminder to their fellow followers that the goddess weights the odds in their favor.

Suloca has few prescriptions or proscriptions for her followers; blasphemy is one of the few things that she despises, and those who curse her or deny her intervention will not receive any boons from her.

Suloca's symbol is a coin.

Suloca does not warp her followers or enemies, though her luck tends to build up over a period of devout following.

Durzhagad the Forge

Durzhagad is one of the more alien gods; unlike the other gods he rarely communicates, except

through the creation of artifacts. Durzhagad appears often in the form of moods and inspiration, bringing enlightenment to his followers.

Durzhagad favors followers who worship him, but otherwise he is largely fickle. He usually favors dwarves when he goes to award his boons, but the exact reason for this is unknown; many people theorize that Durzhagad does not actually comprehend the Rules of the Gods, and grants his inspirations primarily to dwarves as most of his worshippers are dwarves.

Durzhagad does not anger, though those who desecrate an object he inspired are often inspired to recreate it themselves, frequently pursuing their goal to the detriment of their own wellbeing.

Durzhagad is known to inspire random individuals, typically dwarves, to create works of great value and beauty. Any such work requires expensive components that are often available only in distant lands, but when created will often have an unusual and magnificent magical effect. Once materials are gathered, even a novice can create the artifact, as Durzhagad guides the craftsperson's hands over the course of the object's creation. The object takes about as long to create as a normal object of its type, though it has decorations and designs that require the laborer to move at speeds almost imperceptible to any onlookers. The legendary products of Durzhagad are some of the most valuable items in the known universe.

Durzhagad's fits of inspiration vary in form. Some may simply take the form of a brilliant idea, while others form maddening compulsions. This does not always directly correlate to the deity's favor; most scholars believe it is based on how important Durzhagad views the item to be, though they dispute on whether it is the mere existence of the item or a particular purpose that the deity looks for.

There is no symbol associated with Durzhagad.

Durzhagad does not warp his followers intentionally, but those who receive frequent inspiration may find that their identity slips away from them as they spend more and more time in moments of inspiration.

Enhari, Who Awoke to Blood

Enhari awoke to the universe during the War of the Gods, shortly after her brothers Enheluhun and Enuthul. She saw the corpses of Siwyn and Garalas, and was mortified by the thought of such wanton destruction wreaked by immortals.

Enhari's followers study the universe, looking for a way to undo the damage that Maletar has created. It is rumored that the goddess has figured out a way to restore functionality to one of the Tomes of Garalas, although the information contained within it has been lost. Her followers are bound by oath to take any action that might lead to the recovery of other such artifacts, or the ability to create compatible artifacts. Her flock includes followers of Garalas, who found refuge among her priests.

Much like Garalas, Enhari frowns upon her followers destroying records and grimoires, as well

as any source of knowledge. Her followers are given wide breadth to complete their goals, but they are encouraged to collaborate, something her more extreme followers sometimes overlook.

Enhari's symbol is an open eye, with the pupil replaced with a droplet of blood.

The Gods' Natures

Each of the gods is different, but they tended to awaken to the universe in groups, bringing their friends to Linoriil with them. Gods who arrived in groups with other gods tend to share a common philosophy, forming the pantheons that existed prior to the War of the Gods.

The Elven Pantheon

Siwyn, Tinil-Galad, Beluthien, Nil-Gaviel, Garalas, and Maletar awakened to the universe first, forming the Elven Pantheon (though Maletar is a contested member of this group, as most worshipers of the Elven Pantheon both prior to and after the War of the Gods exclude him from this list). Their driving philosophy is to create laws and govern the world. It was the Elven Pantheon who created the Accord of the Gods after imprisoning Maletar, establishing a set of rules for the conduct of the gods, and while the gods of the Human Pantheon were also considered guardians of the Accord it was the Elven Pantheon that took it most seriously.

The Elven Pantheon crafted Anth, Gilin, and Mar, and were responsible for shaping life on Anth in accordance with the Accord of the Gods.

The Human Pantheon

Consisting of two groups of deities, the Human Pantheon is split into two groups; the Northern Gods, who started creating humans in the northern parts of Celalinde on Anth, and the Southern Gods, who set up a society for humanity in South Celalinde that served as a foundation for two empires.

The Human Pantheon brought humanity to Gilin with the permission of the Elven Pantheon, and created other beings there in accordance with the Accord of the Gods.

Northern Gods

Southern Gods

Dwarven Gods

The Dwarven Gods were the last gods to awaken before the War of the Gods, and they awakened to the universe after the Human Gods. More loosely affiliated than the other pre-War groupings of deities, they have strongly individualistic philosophies, and their followers tend to be more monotheistic in their worship.

Brethren Gods

The Brethren Gods, Enhari, Enhuluhun, and Enuthul, are siblings. In this sense, they are unique among the awakened gods, who may share philosophies but do not claim any other binding relationships with each other beyond a shared philosophy.

Section 4: Running the Game

Game Master's Guide

Miracle depends heavily on the quality of its GM. If you're unfamiliar with running a game as Game Master, there are a few things to consider when you go into the game. You have a unique role in your group, and as a narrator and storyteller as well as a rules arbitrator and content creator, you will need to keep everything going in line. It sounds very difficult, but it's really not, and Miracle's systems are designed in order to give you a bunch of flexibility and options without overwhelming you with arcane mechanics.

Where to Start?

Miracle is a complex game, but it's built to be GM friendly. Most of the decisions you make can be justified on fiat. When possible and thematically appropriate, skip rolling entirely unless it is necessary to create a sense of fairness. Likewise, don't be afraid to make rolls in secret, often without any reason, or to fudge numbers when it makes play go smoother.

Party Makeup

As a GM, you're not responsible for making players' decisions for them, but it's good to advise them on prudent decision making, especially if they are new to the game. Any party should have at least one healer who has the Combat Heal skill, a healer with appropriate histories to do out-of-combat healing, and at least one magician. In small parties, it's not necessarily horrible for a single person to be lacking these skills, but the only time you should fill all three of these roles with a single character is when there are only one or two players.

In Anth, it is not unheard of for entire adventuring parties to be magicians, and, for that matter, for magicians to be highly competent in other endeavors of their own right.

Death and Other “Fun” Things

While Miracle is set in the very dark world of Anth, and is built to be high-lethality, it is also generally a bad idea for player characters to die without any real reason. There are a number of ways to avert this: giving characters magic items that provide a rapid source of healing in combat, encouraging someone to play a magician or medic and keeping them as safe as you can do as an impartial GM, or even turning them into one of the more persistent vanguards, such as revenants.

Resurrection magic is also possible within Anth; it is difficult and requires a great deal of magical reagents for its component Words, but it's an option that can form the backbone of a quest, whether it's an attempt to find someone who can cast it or a grimoire containing the Words or optimized spell so that the party's magicians can learn to resurrect people.

It's About Fun

As a GM, your first rule is that it's about having fun, both for you and everyone else. *Miracle* is a game, and while it's got a ton of rules they should be ignored or improved at any opportunity; the ruleset is a tool to help you settle disputes and play within the context of a setting, not an anvil to drag you to the bottom of the ocean. Remember that your enjoyment of the game is as important as your players (the old adage "happy wife, happy life" is true for Game Masters too), and try to tell a story that interests you, not merely one that you think you should be telling. The setting of *Anth*, while detailed, is largely detailed in its history; Maletar's escape and the War of the Gods have changed society forever, and many historical figures may be dead, corrupted, or lost while others will have been changed in the crucible of a new life.

Power and Balance

Characters in *Miracle* can quickly become overpowered if players play their cards right. Much of the game's system is designed to allow for diversity, and this is your greatest asset if characters grow a large power discrepancy. Almost everyone can become a jack of all trades or be highly specialized, and if someone specializes to a point where they are nigh-immortal, they can always be brought down a peg by changing the threats and features that they face. For advanced parties (or even starting parties with an appropriate numerical advantage) this can mean encounters with vanguards, but there is no reason not to include magical creatures and other threats in your campaign.

Do use your best judgment when creating these challenges; it is one thing to make it so that a character's powers are thwarted in a particular scenario to allow other players' characters to shine for a change, and another thing entirely to keep a player whose character is particularly well-designed from having any ability to play the game at all!

Building your World

Anth has been reduced to fragments, and it is up to you to determine what players see. Add or remove elements as you see fit, bring in parts of *Anth*'s historical events and locales, and capitalize on the alien nature of a world torn apart by a conflict greater than its inhabitants. If you feel like running *Miracle* in another setting, that's fine too, just keep in mind that there are a number of things that you can do to make things easier on yourself.

Non-Player Characters and Creatures

Most of the time, as a GM, you will be creating a number of non-player characters and creatures for your game. It's not really worth it to stat these individuals out entirely, as it is a surefire way to increase your preparation time in a mostly unnecessary manner. A better method is only creating the elements of a character or creature that you expect to see, and balancing them based on the party and the difficulty you want them to experience.

Most of the time, you will be fine simply assigning characters or creatures Blood, an AM, CM, and MM value (if even), and noting down any special abilities, gear, or magic that they have. To do so, I'd suggest looking at what your party members have. Having a party-member analogue is a sure way to be balanced, but you can also experiment a little; increasing a creature's CM by as little as two points makes it hit harder and more often, and can be a great way to send a message that it's really nasty. The creatures of Anth, especially Maletar's warped creations from prior to the War of the Gods, tend to be truly abominable beasts that are hard to kill, having as many as eight points for locational damage and more than a hundred Blood.

You should also have locations; most creatures and non-humanoids simply have a "location pool", with a certain number of boxes. Every box checked equals a -1 penalty to all their actions across the board. This also gives you the ability to skip rolling locational damage on foes that don't logically have separate parts to hit.

On the other hand, you could consider making massive bosses whose individual sections are nigh-indestructible. Many creatures of Anth, such as dragons or chimera, will function in this manner.

Tools to Enhance Play

There are a number of optional rules and styles that you can use in your game to enhance the flow of play, and I'll list some here. These are all designed to add to a particular feel of game, but they can also be useful to get a feel for how Miracle's mechanics work when applied to fringe cases.

Minions and Monsters

If you are aiming for a more high fantasy campaign, the combat system can be tweaked to make any non-player characters or creatures you control much more controllable. Obviously, if an enemy combatant loses all their Blood and they have no source of aid, they are effectively dead, but some weaker foes may have even less health. If you're dealing with something that is expected to die, feel free to give it a nominally low amount of Blood; perhaps even as low as 10 for low-level human opponents, and reduce all of its normal location damage capacities by 1. This ensures that even a harried party can fight off their attackers and have a session where they don't worry about.

How Miracle is Designed

Miracle is designed to address my gripes with a lot of games on the market; it's fast and doesn't have a whole lot of room for foregone conclusions. It's built around the idea of a core combat mechanic that is brutal and unforgiving.

Potential Pitfalls

Miracle leaves a lot of the out-of-combat balance to GM's, and even a lot of combat balancing falls to the individual GM.

Inspirations for Miracle

Miracle is built around a number of concepts and ideas; it draws inspiration from a half-dozen or so tabletop games, such as the World of Darkness, SLA Industries, Warhammer 40,000, 13th Age, Dungeons and Dragons, and Eclipse Phase. It's most closely inspired by the video games Demon's Souls and Dark Souls in terms of style and setting, but there's a good touch of Christian symbolism and themes thrown in there for kicks. Classical myth is also used as a resource, as are Tolkien's ideas on myth and fantasy. Narnia inspired more metaphysical mechanics than one would think, though I apply my own twists, and my conception of magic is inspired heavily by both mechanics from a variety of video games and the style and feel of Shadowrun's magic.

Miracle's conception was based around a d20 System game which I hadn't been particularly enjoying as a GM. The setting of Anth was serving as a basis for our game, but it didn't really translate terribly well into the rules. While Anth allowed for all but one of the first-party classes and races of the system, the game's diversity and bulk got in the way of progress, and I started to think about how I would change certain things, and eventually the combat system evolved into a full-fledged game.

In particular, the things that Miracle attempts to change about the d20 system are the meaninglessness of high-level characters' dice rolls, the difficulty of creating meaningfully unique characters, and the bloat and lack of detail that comes with certain d20 game mechanics (like the huge number of feat trees). The only d20 System games I've really loved that element of the mechanics design for were Spycraft and Ops and Tactics, and when I experimented with the former I was younger and more naïve.

13th Age really got me thinking about the nature of game mechanics; d20 System games are all derived from a common wargame base, and while I've never been a huge fan of strictly narrative games it was 13th Age that put me on the track of thinking about defining characters loosely rather than by exclusion as d20's skills and feats systems have often done.

Special abilities, coincidentally, are a holdover of superhero games, many of whom include a robust character generation system with categorized powers. The d6 system is also somewhat influential here. Pathfinder's hybrid classes, as recently released as they were at the time that Miracle began development, were also an inspiration because they pointed out that characters built around merging multiple traditional character and gameplay archetypes were not only interesting but viable.

Magic, as mentioned before, is influenced by Shadowrun, but Miracle is really a much more magical setting than most. If it weren't for the horrific events that have unfolded, Anth would fit most high fantasy genre conventions, and as a result it developed from the Vancian magic that is widespread in the d20 System. To remain true to its setting, however, magic couldn't necessarily be limited to a number of spells per day; characters in the setting frequently would use last-ditch effort spells beyond their normal capacity. In the d20 System, this was represented by a number of passive boons and buffs based on membership in organizations and the patronage of certain deities, but because the setting not only developed with the War of the Gods and the switch to original mechanics, it is now reflected in

specialized and distinct schools of magic.

Miracle follows a simple adage: Keep It Simple, Stupid. I've been guilty of building some needlessly contrived systems in my day, and Miracle is purposefully designed to keep things to a minimum. The only things that get complex rules are things for which complex rules were deemed to be important, like combat's locational damage, and even then I try to keep the whole gameplay process down to two rolls. Combat's grown a fair deal from its roots, but I think that although it takes some getting used to it's still something that can be done with relatively little effort given a modicum of practice.

The idea of simplicity inspired the three-prong attribute system of Corpus, Animus, and Spiritus; abstract enough to be applied broadly but specific enough to be valuable to everyone, having too heavily unbalanced stats risks a number of repercussions, but

Interestingly, combat in d20 system games is largely unspecific, with characters having the ability to use certain weapons and a general value, then gaining specialization through feats, while Miracle's features a more The Dark Eye inspired mechanic of having individualized weapon skills for each character. Its locational damage system is inspired by games like Dark Heresy and Battletech, but simplified to allow for more narrative flexibility and quicker play. Fighting large creatures is inspired by Dragon's Dogma, which had an interesting system of grappling onto enemies to deal them damage.

Above all, Miracle's combat is inspired by the game-play of Dark Souls. Highly lethal, one of the best ways to survive in Miracle is to entirely avoid taking damage. One of the goals of Miracle is to allow for combat that cares a lot about fancy footwork and being cautious and tactical without requiring a tactical grid and the additional setup and materials that requires. There are a few elements; I'd be remiss if I didn't mention Ops and Tactics as an inspiration for the TU system, though Miracle's system is somewhat more complex than Ops and Tactics', which has instant-resolve actions and characters moving in order. TU function mechanically very similarly to Shadowrun's initiative passes, though they are meant to reflect the time individual actions require, instead of serving as narrative bodies for actions to be performed within.

Tolkien is, of course, fairly influential on Miracle. I first read *Lord of the Rings* in fourth grade, and it made a large impression on me. Elves are named loosely in accordance with Tolkien's naming conventions, though I do not remember them as well as I once did. The majority of other races reflect real historical cultures; the northern humans reflect Celtic and Gaulish influences, while the southern humans are based on Greco-Roman culture, with the Republic of Light being very technologically advanced despite having a social structure based on historical Greece.

I don't like the traditional planes of existence that have been a feature of Dungeons and Dragons and its offshoot; while Miracle's pocket dimensions can function similarly, this only occurs on a small scale and as a result of magicians' interventions. Miracle's system did, after all, evolve around a setting intended for a d20-compatible campaign, and as a result every possible effort was made to work in all

the possible race and class combinations available to the players under the ruleset of the game.

Character Sheet

Character Name: _____ Player: _____ Total Points: _____

Corpus: (___ / ___) Animus: (___ / ___) Spiritus: (___ / ___) Max. Blood: _____ Cur. Blood: _____

Race: _____ Bleeding: _____

_____ M. Fatigue: _____

History 1: (___ / ___) _____ Stun Rating _____

_____ Speed _____

_____ Hit Diff.: _____

History 2: (___ / ___) _____ Word Mem.: _____

_____ Spell Mem.: _____

History 3: (___ / ___) _____

_____ Spent Points: _____

_____ Unspent Pts.: _____

Combat Skills:

(___ / ___) _____ (___ / ___) _____

(___ / ___) _____ (___ / ___) _____

(___ / ___) _____ (___ / ___) _____

Special Abilities:

(___ / ___) _____ Description _____

(___ / ___) _____ Description _____

(___ / ___) _____ Description _____

(___ / ___) _____ Description _____

(___ / ___) _____ Description _____

Hit Locations:

1: () _____

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Religion and Other Status:

Deities Worshipped: _____

Vanguard Type: _____

Vanguard Abilities: _____

Long-Term Effects:

Gear: _____

Weapons: name _____
accuracy range hit effects resolve follow-through _____

name _____
accuracy range hit effects resolve follow-through _____

name _____
accuracy range hit effects resolve follow-through _____

Armor: type _____ locations _____

durability _____ bleeding resist _____ stun resist _____

special effects _____

type _____ locations _____

durability _____ bleeding resist _____ stun resist _____

special effects _____

type _____ locations _____

durability _____ bleeding resist _____ stun resist _____

special effects _____

Spells/Words Known:

name _____ effect _____

memory cost _____ fatigue cost _____ casting action _____ component words/optimization _____

name _____ effect _____

memory cost _____ fatigue cost _____ casting action _____ component words/optimization _____

name _____ effect _____

memory cost _____ fatigue cost _____ casting action _____ component words/optimization _____

name _____ effect _____

memory cost _____ fatigue cost _____ casting action _____ component words/optimization _____

name _____ effect _____

memory cost _____ fatigue cost _____ casting action _____ component words/optimization _____

name _____ effect _____

memory cost _____ fatigue cost _____ casting action _____ component words/optimization _____

name _____ effect _____

memory cost _____ fatigue cost _____ casting action _____ component words/optimization _____

name _____ effect _____

memory cost _____ fatigue cost _____ casting action _____ component words/optimization _____

name _____ effect _____

memory cost _____ fatigue cost _____ casting action _____ component words/optimization _____

Character Sheet Example

Character Name: Erethiel Celestian Player: Ryan Total Points: 90

Corpus: (13/+7) Animus: (7/+5) Spiritus: (10/+6) Max. Blood: 28 Cur. Blood: 40

Race: _____ Bleeding: 0

_____ M. Fatigue: 0

History 1: (13 / +7) Frontier farmer and tinkerer, Republic of Lights Stun Rating: 7

Cultivate plants, handle animals, repair broken tools Speed: 13

_____ Hit Diff.: 0

History 2: (10 / +6) Battlemage, Republic of Lights Word Mem.: _____

Republic of Lights etiquette and leadership, athletics Spell Mem.: _____

Literacy in magic texts

History 3: (/) _____

_____ Spent Points: 90

_____ Unspent Pts.: 0

Combat Skills:

(10/+6) Channeling (/) _____

(5/+4) Firearms (/) _____

(/) (/) _____

Special Abilities:

(15/5) Wordcaster Description Can use Words of Power.

(9/3) Toughness Description Additional Blood points (6/milestone)

(/) Description _____

(/) Description _____

(/) Description _____

Hit Locations:

1: (1-10) Body _____



2: (11) Head _____



3: (12-15) Legs _____



4: (16-18) R. Arm _____



5: (19-20) L. Arm _____



Religion and Other Status:

Deities Worshipped: _____

Vanguard Type: _____

Vanguard Abilities: _____

Long-Term Effects:

Gear: _____

Weapons: name _____
accuracy range hit effects resolve follow-through _____

name _____
accuracy range hit effects resolve follow-through _____

name _____
accuracy range hit effects resolve follow-through _____

Armor: type _____ locations _____

durability _____ bleeding resist _____ stun resist _____

special effects _____

type _____ locations _____

durability _____ bleeding resist _____ stun resist _____

special effects _____

type _____ locations _____

durability _____ bleeding resist _____ stun resist _____

special effects _____

Spells/Words Known:

name _____ effect _____

memory cost _____ fatigue cost _____ casting action _____ component words/optimization _____

name _____ effect _____

memory cost _____ fatigue cost _____ casting action _____ component words/optimization _____

name _____ effect _____

memory cost _____ fatigue cost _____ casting action _____ component words/optimization _____

name _____ effect _____

memory cost _____ fatigue cost _____ casting action _____ component words/optimization _____

name _____ effect _____

memory cost _____ fatigue cost _____ casting action _____ component words/optimization _____

name _____ effect _____

memory cost _____ fatigue cost _____ casting action _____ component words/optimization _____

name _____ effect _____

memory cost _____ fatigue cost _____ casting action _____ component words/optimization _____

name _____ effect _____

memory cost _____ fatigue cost _____ casting action _____ component words/optimization _____

name _____ effect _____

memory cost _____ fatigue cost _____ casting action _____ component words/optimization _____

Quick Reference Guide

Modifier Table										
Modifier	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
Rating	1	2	3	5	7	10	13	16	19	23

Combat

1. Declare Action

Reduce TU, go to 2.

2. Resolve Action

Reduce TU (if appropriate), go to 3 once 2.X is complete.

2.1 Resolve Attack

Roll against CM

If successful:

Bleeding increased by margin (per Modifier Table)

If margin >5 or defender's Stun Rating

Roll location

Locational damage per every 5 margin (check for fall)

If Stun Rating is beat by margin, the Defender's unresolved action (if any) is canceled; remaining TU are added to their Follow-Through

2.2 Resolve Magic

Roll MM (Spiritus+Channeling-Memory Cost of Spell)

If successful:

Pay Fatigue Cost of Spell

Spell effects apply.

If unsuccessful:

Increase Magic Fatigue by 1, or:

Pay Fatigue Cost of spell and increase Magical Fatigue by margin to succeed anyway.

3. Finish Follow-Through

Return to 1

Combat Action TU

0 TU:

Shout a warning.

Drop an item.

1/0 TU:

Enter fray or bring fray to opponent who is out of fray.

Switch weapons.

0/1 TU:

Block with a shield.

Pick up an item.

Leave fray.

2/1 TU:

Combat healing.

6/0 TU:

Equip armor. *

Words of Power Reference

