

The World of Mythrall

Encounter Guidebook

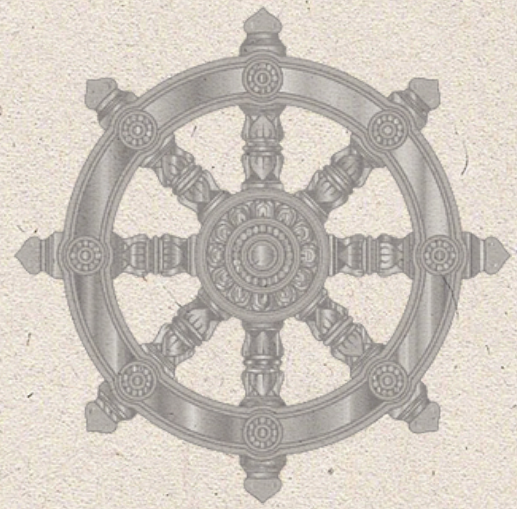
Golden Veins

Set in the time of Golden Veins, after the sundering of Sihir by The Mad God, man and beast fought each other for supremacy once more. The foul creatures of yesteryear were driven back to the dark recess of caves and dungeons while man began flourishing once more. Golden ages of Sultans, Kings, Tsars, and Chieftains combined to bring a wealth of trade across Mythrall never seen before.

Then the Kymnp, Holy Imperiya of Isvan, began "enforcing" new laws that resulted in the hoarding of artifacts from other worthy civilizations. The mighty empire of Ramses declined, losing much of its holdings over Isvan and the Roaming Islands. The Ru ceased trade in protest to other countries, disrupting access to the quality of wood and other exotic goods that came deep from within their forest. The once united Republic of Jaruth fractured under the weight of Deus Vouthon's quill, causing many war chiefs to carve out their own territories. Netet, under constant strain of a low workforce for their grain fields, captured Sinjin natives on the border to force harsh servitude. The Golden Age will now be paid for in blood.

Sinjin

The home of the Netet people and the Republic of Sinjin. The center of the continent is centered around the Kami Tree, which roots hold the continent together. The lower region is peaks and valleys, grasslands, and desert regions. Mostly desert that is increasingly replaced with forest the closer you come to the Kami tree surrounds the upper section. Sinjin natives will warn travelers of the many dangers in the wilds. First, the dunes of Sinjin contain dangerous dunes Gobi Vipers and Thar Spiders the size of 3 male hands. The sands are also prone to collapsing under a weight of small children, leading to suffocation or being devoured by Corpions.



The lush environment of the Kami tree hosts a variety of dangerous encounters and mysteries untold. Many dangerous animals blend and lurk around each bush, waiting for the chance at nabbing a meal. The natives warn of the biggest threat, even to armies, The Rane. This behemoth can destroy entire squads with just the whistle of the wind, flying through trees with the grace of a much smaller animal. The flora also seems to whisper, as if watching and reporting your every move. Written accounts speak of entire platoons being denied access to areas of the Kami tree.

Jaruth

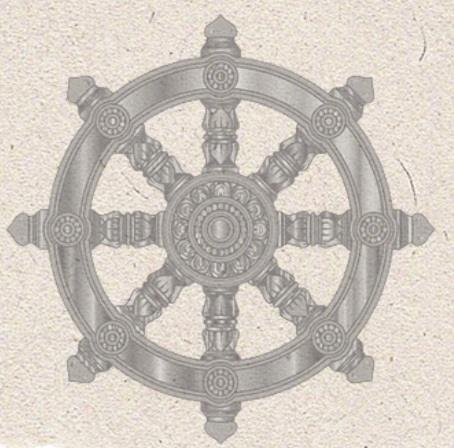
Home to the People of Ru and The Fractured Principalities of Jaruth. West of the forest is mostly rolling hills and swamp regions that end at a peninsula. The East of the continent is dominated by the massive Ru forest and the mountains on its edges. The west have been a haven for human innovation through warfare. Most of their animals are domesticated, especially the Oxenal, and only exist to feed soldiers and farmers. Most recently, Norkels dominate the battlefield, especially in the hands of Prince Renalia. Norkel breeding is prevalent among the territory wars of the Milieu who control the various waterways of the west.

The Ru forest is home to many environmental dangers, if you can pass its borders. Unlike the west, travel by waterway is nearly impossible due to the Textu, giant vipers that dominated the old world. The trees are home to a devastating moss worm that burrows into the skin once contacted and spread all kinds of vicious diseases. The Camphor trees canopy allows very little light to enter, hiding the dangerous creatures that inhabit the forest.

Isvan

Home to the Imperiya, City State of Ramses, Order of Rahips, indigenous tribes, and roaming bands of brigands. The northern region is desolate mountains and rocky regions ending in a desert. The southwest region is home to meadows, streams, grasslands, and mountain peaks.

Ramses are known for their long purple flower fields, expansive mines into the local mountain, the ferocious three eyed Ikoko, and the golden lakes that flow into the city from the mountains. It is from these lakes that Ramses built their fortune during the Golden Age and what fuels them in the modern day.



The Holy Imperiya of Kymnp is the complete opposite of Ramses, with desolate landscapes and harsh weather. This is a tradeoff they're willing to pay with the mountains helping to defend their throne city through the ages. First defying and driving off the Artificer God. Then, holding off The First Malik to the very last man in Kymnp. This resilience fueled their current vigor and zeal. The creatures that inhabit those desolate also share in the hardiness of the people, becoming a sort of companion to each other. The Loshad, a giant war beast the Kymnps ride into battle that helps them skewer opponents with their heavy lances. Then, the mighty gray Medved that can cleave a man with just its paw.



Encounter game

Encounter is a 5 player squad based game with a strategic battle system. It can be run in a tabletop adventure setting, or a PvP match between players. Experience is earned by winning matches or after successfully finishing a favorable encounter in the campaign mode. The way to win in an Encounter battle is to reduce your opponents health points without losing your own health. The squad that has lost the least amount of health wins. Even if the enemy squad hasn't been killed, they will be captured. Combat ends when each player runs out of AP. PP can be used once by each team if they choose after an AP is activated on a character turn. In the next sections, we will discuss how the battle system works and character creation.

Mechanics

In the campaign, the player or NPC party must get close enough to force an encounter (within 5 cm). In the PvP mode, the Encounter will begin as soon as players' squads are within 5 cm of each other. Once the match starts, there will be a smaller, separate playing field that you will put on top of the playing map. The playing field will be divided by two teams of 5 facing each other. Players on the same team will align themselves in a 3x3 block occupying 1 inch of space each. To begin, each player will roll a D20 for initiative. Base Initiative is determined by class and you will add your roll to the base number. There are some abilities that activate at the beginning of the match regardless of initiative. Only one "Activate at the beginning of the match" can be used on each team. Once the D20 are rolled and counted, bonuses added in, then you may act in accordance with the Initiative roll.

Next, the players will act based on their Action Economy. Encounter runs on a system of Action Points, abilities you can use on your turn, and Passive Points, abilities you can use when certain conditions are met. The defensive team always has priority when using Passive Points. The initiative will order from 1-10 after bonuses to the initiative are added. Any Passive points or artifacts that boost initiative will be added to the final number.
During the player's turn, they will use a number of Action points to activate abilities. Abilities will have a base cost determined by class and character build. Some artifacts come with their own abilities and action cost attached regardless of class. After the active ability is used, Passive abilities may activate on either team before the next player in the initiative order can use their Active ability. All Passive abilities can be used on each team on each turn. The team being attacked has the chance to react with Passive Points before the offensive team. After the defensive team uses their one of their Passive abilities, the offensive team can use 1 Passive ability before the defensive team can active another. Check the Passive abilities page to see the conditions set for their activation.



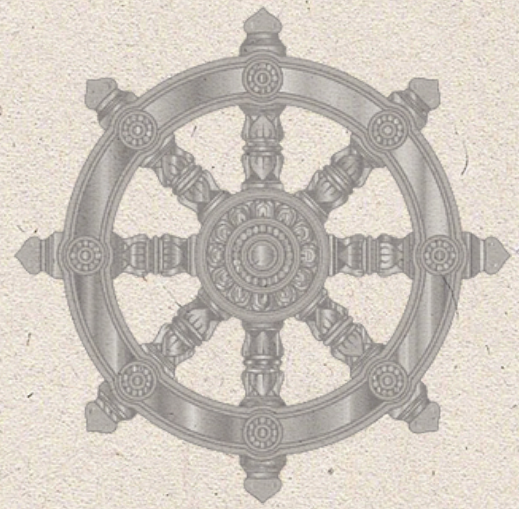
Damage

Damage in Encounter works the same in PvP or campaign. Some Active and Passive abilities will add extra D20 to the damage dice roll or take away the D20 from the roll. See Active and Passive ability pages for their effects on D20 rolls.

Damage also has a potency component. Potency is extra damage inflicted when an attack hits a player that's weak against that specific type of damage. The ability, weapon used, class, and artifacts influences the amount of extra damage inflicted. Read the descriptions on the weapons and/or abilities page for examples of when potency is used. When adding a D20 to an attack roll, rolling a 1 on the D20 die will cause a critical attack (Another D20 roll).

Some spells or attacks can cause DoT (Damage Over Time) effects. When this type of damage is inflicted, the player hit will suffer damage on the end of their next turn for a set duration based on the ability description. There's no potency bonus to DOT attacks, however, DOT effects can be stacked for multiple durations and multiple damage types at the same time. For example; If a player is inflicted with Bleed and then Poison, they will take both damages on their next turn.

The way to calculate damage is to take 50 percent of your strength stat as damage. Anytime an ability says "Add a D20 to your attack roll", you will roll for extra damage.



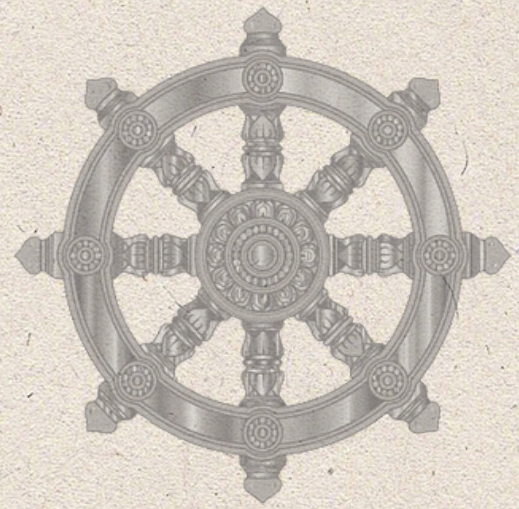
Guard

Another mechanic in Encounter is called Guard. Certain character types will have the opportunity to reduce physical damage when attacked. This can be done naturally without the use of Action Economy. To calculate guard on your character sheet, take your armor bonus and add it to your base Strength to get your Guard Rate. Base Strength stat is 10 and can be affected by class and equipment. Guard rate is the percentage you need to roll to activate your Guard when attacked physically. For example; If your Guard rate is 70 percent, you need to roll a 14 or below on the D20 to activate your guard.

There are two types of guard; Medium and Heavy guard. Medium guard reduces physical damage to half of the original damage total. Heavy guard reduces physical damage to just one point of damage. To distinguish guards, medium guard is when a character's guard rate is between 40-69 percent guard rate. A guard rate becomes heavy once it reaches 70 percent. If your guard is below 40 and you guard against an attack, you need to roll a 1-5 on the D20 to medium guard. You cannot Guard while stunned.

Evasion

Evasion is another way to avoid damage and is another mechanism that all characters have access to. A character can evade both Sihir and physical damage when attacked. Every character has a base Evasion Rate of 10. To calculate your Evasion rate, take your base stat and add your cumulative bonus from equipment and class. The base stat for Evasion is 10. When attacked, roll your D20 to see if you can evade damage. For example; When attacked, if your Evasion is 70 percent, you need to roll a 14 or below on the D20 dice to be able to evade damage.



Character Classes

Base stats cannot dip under 10. When Promoting up, add +5 points to base Strength, Health, and Initiative. Characters start with 2AP and 2PP.

Jagun

The Jagun is well versed in the art of war. Hailing from the City state of Ramses, they're trained to use every weapon known to them. They wear Scale mail and Hide armor often fashioned from Ramses Gold.

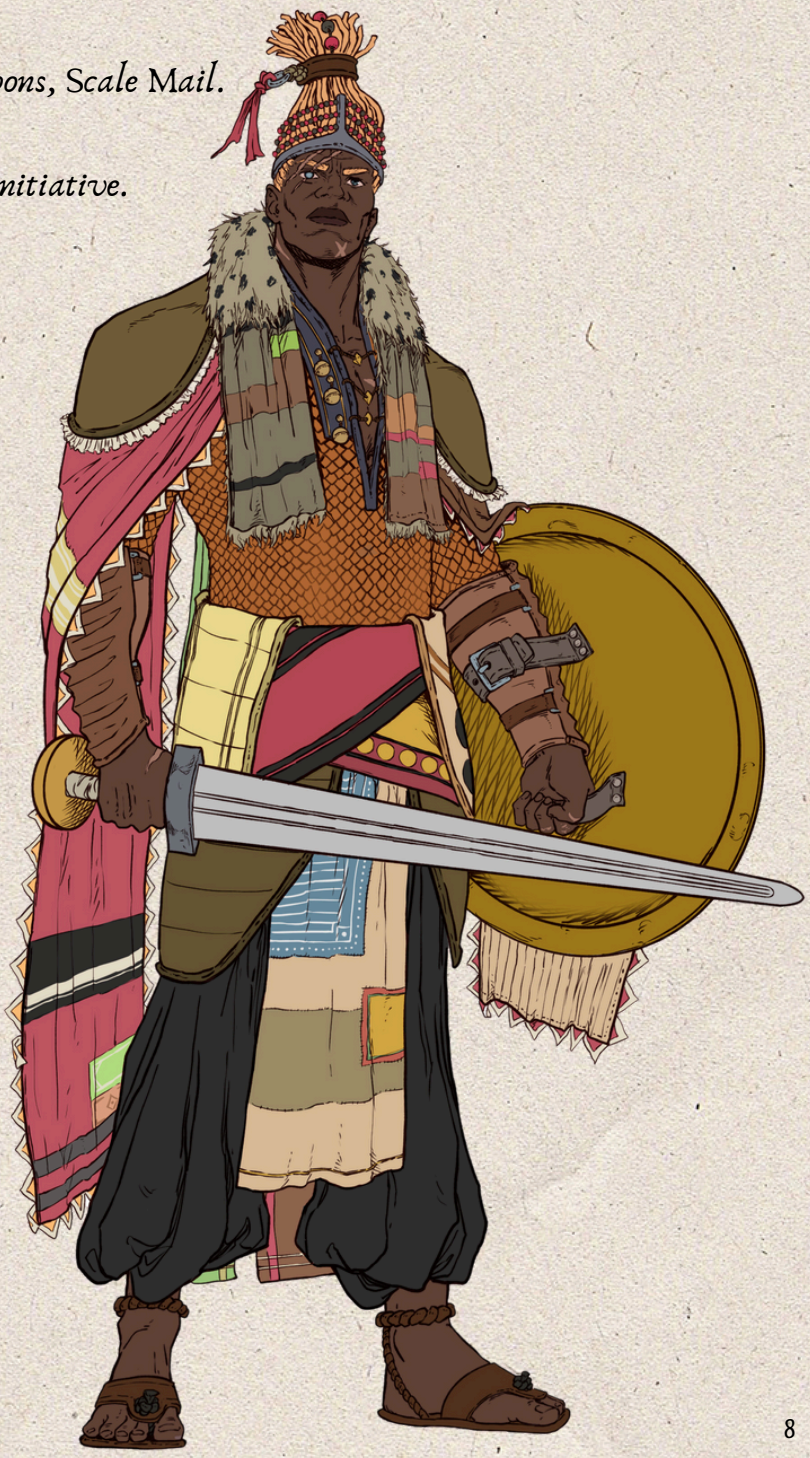
Armament- Circle Shields, Shortsword, Spear, Blunt weapons, Scale Mail.

Racial Trait: Pick a bonus between +5 in Strength or +5 Initiative.

Tier 1 base stats:

- Strength- 35
- Initiative-20
- Health- 25
- Guard Rate- 10
- Evasion Rate- 20
- Willpower- 1





Guerrero-

Stalkers from the Ru Forest, they're known for raining down deadly arrows from fortified positions. Long-time foe of the Kingdoms of Jaruth, they have mastered guerilla tactics.

Armament-Bow, Daggers, Axe, Wooden Club, Hide Armor.

Racial Trait: *In forest domains or height advantages, Guerrero gain Intimidation for as long as the advantage exists.*

Tier 1 base stats:

- Strength- 30
- Initiative- 25
- Health- 25
- Guard Rate- 10
- Evasion Rate- 25
- Willpower-1





Chevalier

The Chevalier is a walking fortress. Jaruth being one of the oldest civilizations, they've pushed their armor the farthest. Chevaliers prefer Plate armor and a shield though they don't mind a 2 handed weapon when it's time.

Armament- Longsword, Spear, Pike, Mace, Shortsword, Axe, Warhammer, Polehammer, Halberd, Greataxe, Plate Armor, Kite Shield, Circle Shield.

Racial Trait: 50 percent chance to gain Indomitable while on flatlands.

Tier 1 base stats:

- Strength-45
- Initiative- 15
- Health- 35
- Guard Rate- 10
- Evasion Rate- 10
- Willpower-1



Heka

Fearsome as their reputation foretells, the Heka uses foul magics to curse their victims and buff their allies. Sacrifice your life force or that of your brethren to enhance your spells. They prefer to travel in light robes and a wood staff with a crystal at the top to carry as is their custom.

Armament- Robes, Crystal Staff.

Racial Trait: Heka gains Regeneration while below 50 percent health.

Tier 1 base stats:

- Strength- 15
- Initiative- 30
- Health- 20
- Guard Rate- 10
- Evasion-20
- Willpower-1





Rahip

Once a renowned order of a forgotten kingdom, the Rahip are still a force to be reckoned with. Lending out their healing powers to the most righteous, they can be what stands between life and death. They wield scepters. Rahips tend to travel light with flowing robes and intricate headdresses.

Armament- Scepter, Robes

Racial Trait: When attacked, Rahip has a 50 percent chance to provoke the attack to another ally.

Tier 1 base stats:
Strength- 20
Initiative- 20
Health- 25
Guard Rate- 10
Evasion Rate- 25
Willpower-1



Diver

Those who hunt for artifacts must be masters of preparation, and resourcing. Divers can be identified with the large traveling bag, rusty picks, sharp sickles, man sized shovel, and trinkets that would fill a merchant stall. Divers love protection, and mobility. They wear padded gambesons.

Armament- Shovel, Blunt Weapons, Gambeson.

Class Trait: Divers Initiative can't be under 3rd in line to act to other classes.

Tier 1 base stats:

Strength- 25
Initiative- 35
Health- 25
Guard Rate- 10
Evasion Rate- 35
Willpower-1





Sudosa

Legends tell of a curse that The Mad God invoked on the ancestors of Sinjin. Due to their constant state of training the mind to stave off this maddening curse, Sudosas are able to project their spirit, and enhance their attacks. They wear simple robes, and carry no weapons to the battlefield. Your fist counts as Blunt weapons.

Armament- Robes, Fist.

Racial Trait: Sudosa Strike ability has 50 percent chance to add another D20 to the damage.

Tier 1 base stats:

Strength- 35
Initiative- 25
Health- 30
Guard Rate- 10
Evasion Rate- 20
Willpower-1





Tier Classes

Promotion will be available after a character reaches Tier 3. Upon passing Tier 3, you will pick one of these classes to promote into reaching the Bronze tier. Tier classes gain a specialty in weapons and keep all the options from their past class. Tier classes range from Bronze, to Silver, and then Gold.

Jagun->Oba- You are a great warrior that has distinguished themselves in many battles. Voted by your peers, you lead them fearlessly into battle. You offer a flurry of new command skills that will turn the tide.

Class: Commander

Armament- Takoba Sword, Banner, Round Shield, Scale Mail.

Trait- When in a row with Ramses soldiers, you grant your team 10 additional Guard.

Jagun->Ida- Fearsome blade for a fearsome warrior. You disregarded your shield in favor of the blade that felled enemies across Mythrall. Pressure foes with Intimidation tactics, and close range flurry of attacks.

Class: Soldier

Armament- Takoba Sword, Scale Mail, Hide Armor.

Trait- When attacking a single enemy, you regain 5 health for each strike.

Jagun->Ihamora Pa- The ancient text of Ramses states of a foe to the west with armor no blade could penetrate. Using your Mongo sword or 2 handed mace, you will soon devastate these ancient enemies when the time comes.

Class: Knight

Armament- Mongo Sword, Mace, Scale Mail.

Trait- If a Full Plate enemy is present, all of your attacks cannot be reduced by Guard.

Guerrero->Lanza- A quick and mobile unit designed to rout fleeing enemies, you excel at chasing down low health enemies. With your pack of throwing spears, a foe dare not turn their back. A simple pelt and loin cloth is all you need when your victims perish before getting a chance to strike back.

Class: Soldier

Armament- No Armor, Throwing Spear, Macuahuitl.

Trait- Every enemy at 20 Health Points or less has their Evasion reduced by 50.

Guerrero->Fletcha Yuum- Even amongst your people, you are considered a deadeye. Find weaknesses in formations, and armor. Spread your knowledge to your troops to cripple your enemies movements. Keep the battle at a distance for a longbow isn't suited for close combat.

Class: Commander

Trait- When attacking debuffed enemies, gain 10 strength for the round. Allies gain 5 strength for one round.

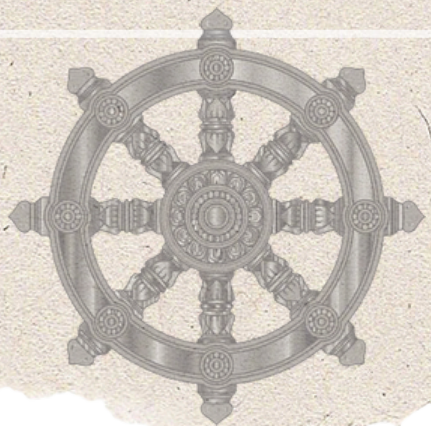
Armament- Hide Armor, Macuahuitl, Daggers, Bow.

Guerrero->Sajakil- The most feared warriors in the Ru forest, you strike down your enemies with deadly precision. Lure your victims into the privy of traps you have waiting for them. Even if some escape, the poison on your obsidian daggers will end them rightly.

Class: Soldier

Armament- Hide Armor, Macuahuitl, Bow, Daggers.

Trait- You cannot be provoked. Allies increase poison debuff by an additional turn.



Heka>Mawt- The Ancient Lady sings of life and death in unison. Sacrificing the very essence of your being to resurrect your fallen brethren makes you a prime target for awe from enemies and allies alike.

Class: Hospitaler

Armament-Robes, Crystal Staff.

Trait- When healing allies, grant them an additional 10 Health.

Heka>Apep- Only known to few, this ancient blood magic drives friend and foe to Madness. The only Sihir that has a direct line to The Ancient Lady, you're as close to immortality as one can. Be careful though, madness doesn't discriminate.

Class: Knight

Armament- Robes, Crystal Staff.

Trait- Bleed is reduced by half for all allies.

Heka>Khet Ankh- Fusing your body with Camphor wood is a most honored tradition dating back to The Ancient Lady. You no longer need to carry crystals to store your power as it now no longer deserts you like normal Heka. Your curses bite deeply into the soul, your victims suffering doesn't just stop at death.

Class: Commander

Armament- Robes, Wooden Runic Tattoo.

Trait- Debuffs applied to the enemy team are increased by one additional turn.



Chevalier>Joute- Challenge foes to a duel to death. Your armor versus their weapon. Counterattack those who dare attack you. You need not hide behind a Greatshield, but you keep a circle shield on back just in case. Who will be the first to be run through with your heavy Lance?

Class: Soldier

Armament- Full Plate Armor, Lance, Circle Shield.

Trait- Provoked enemies have reduced Guard and Evasion by 20.

Chevalier>Saint- You were captivated by tales of The First Martyr, and now lead your brethren to glory. With a kite shield and a banner that flies true, you will never taste defeat while The Martyr watches.

Class: Commander

Armament- Scale Mail, Kite Shield, Banner.

Trait- While standing next to a Martyr, You gain 5 health a turn and 10 Indomitable stacks.

Chevalier>Tour Bouclier- With lumbering speed, you walk down your foe with a tower shield. Unleash your bulk to stun enemies into submission while your allies follow up on your attacks.
Class: Knight

Armament- Full Plate, Towershield.

Trait- When protecting an ally from an attack, you grant them 10 initiative.



Rahip>Ruh Rahip- You feel the soul's around you, departed or living. They whisper truths to you, helping to see through your enemies' deception. Often the most misunderstood in the order, the Rahip always do what they must to ensure victory.

Class: Hospitaler

Armament- Robes, Scepter.

Trait- While allies are debuffed, you grant regeneration to the entire party.

Rahip>Biblo Rahip- You wear the old symbol of The Forgotten Creator on your person at all times. A constant reminder of your oath and dedication. Use your stored power to bestow blessings of righteousness to your brethren.

Class: Hospitaler

Armament- Robes. Righteous Symbol.

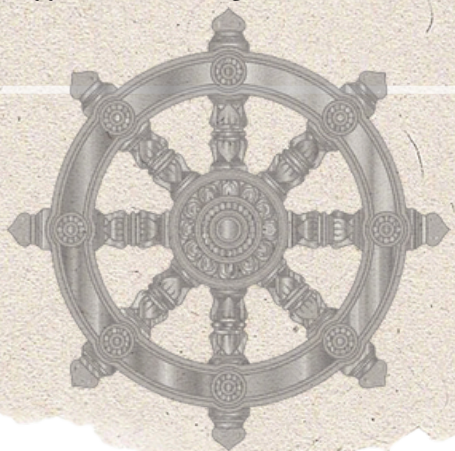
Trait- When using Passive abilities, heal 2 different allies for 10 Health.

Rahip>Rahip Orkhon- Your brothers rely on you to inscribe the old words upon their swords and robes. You are the backbone of the order. Many would have never returned if not for your righteous protection.

Class: Commander

Armament- Robes, Scepter.

Trait- Allies buffed by you have all their buffs increased by another turn.



Diver>Legend- Many a song has been sung in your honor by bards trying to bed fair maidens. You prove them all to be true. Every attack, you have a counter. Every betrayal, you have an escape plan. Who can match those who have stared death in the eye?

Class: Commander

Armament- Hide Armor, Axes, Hammer, Dagger.

Trait- Both squads have their evasion reduced by 20 except you.

Diver>Scripter- Greedy kingdoms love to scavenge any findings from the Divers who excavate them. Not you though. You're one of the few who understands the true value of scripts of old. Use all manners of illusions to make sure your plunder makes it to the black market.

Class: Scavenger

Armament- Gambeson, Daggers.

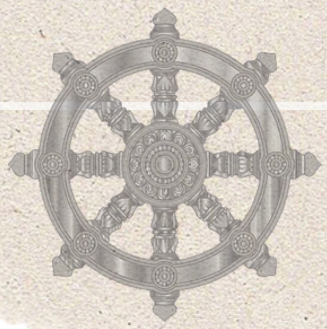
Trait- When attacked by a soldier class, your Evasion Rate is increased by 30.

Diver>Retired Explorator- Few know the paths of Mythrall like you do. Even fewer survive to tell the tale. You stand as a consultant to all would-be divers, sometimes even accompany them on their adventure. It doesn't hurt to put some of your old tricks to good use keeping these youngsters alive, eh?

Class: Scavenger

Armament- Gambeson, Daggers, Shovel.

Trait- Choose an ally to attach yourself to. While standing next to them, you both gain 20 Evasion and 20 Guard.



Sudosa>Kun Seunim- You hold the highest respect of the people of Sinjin. Traveling from temple to temple, coliseum to coliseum, you have mastered the many deadly arts of your people. With your spirit steeled, you set off to spread your ministry throughout Mythrall.

Class: Soldier

Armament- Robes.

Trait- When debuffed, you gain Indomitable.

Sudosa>Seon Mi- You've pushed your spiritual meditation farther than any other Sudosa. Now, with your mind steeled, you're able to project your spirit through spoken words.

Class: Hospitaler

Armament- Robes.

Trait- When using AP, you grant an ally 10 health, regeneration, and 5 strength.

Sudosa>Boboja- Far too often, you watched your brethren fall to Netet anf Xtet scum on the border. Now, you've devoted your meditations, and martial practices towards protecting your comrades.

Class: Knight

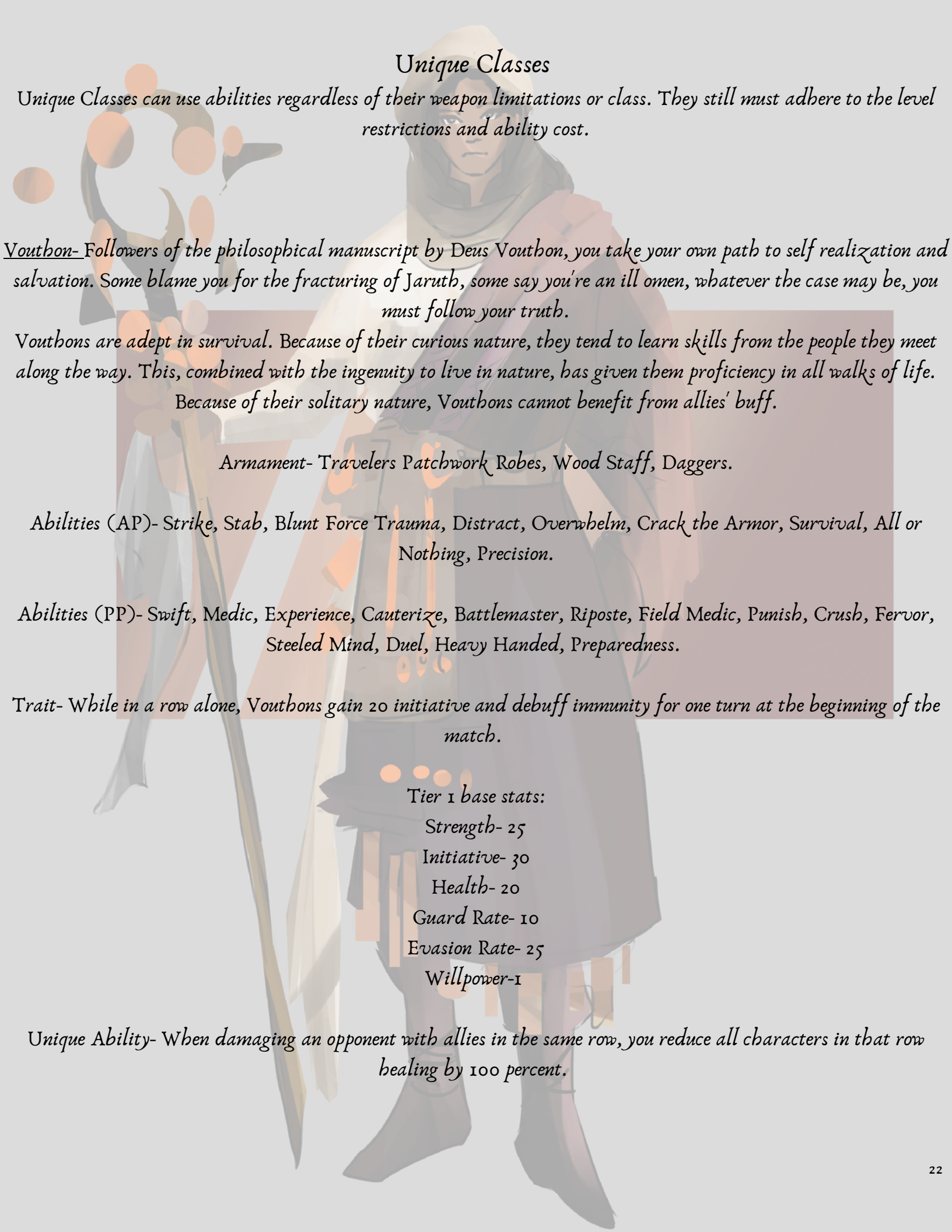
Armament- Robes.

Trait- When an ally is debuffed, you can grant them Rage for one turn.



Unique Classes

Unique Classes can use abilities regardless of their weapon limitations or class. They still must adhere to the level restrictions and ability cost.



Vouthon- Followers of the philosophical manuscript by Deus Vouthon, you take your own path to self realization and salvation. Some blame you for the fracturing of Jaruth, some say you're an ill omen, whatever the case may be, you must follow your truth.
Vouthons are adept in survival. Because of their curious nature, they tend to learn skills from the people they meet along the way. This, combined with the ingenuity to live in nature, has given them proficiency in all walks of life. Because of their solitary nature, Vouthons cannot benefit from allies' buff.

Armament- Travelers Patchwork Robes, Wood Staff, Daggers.

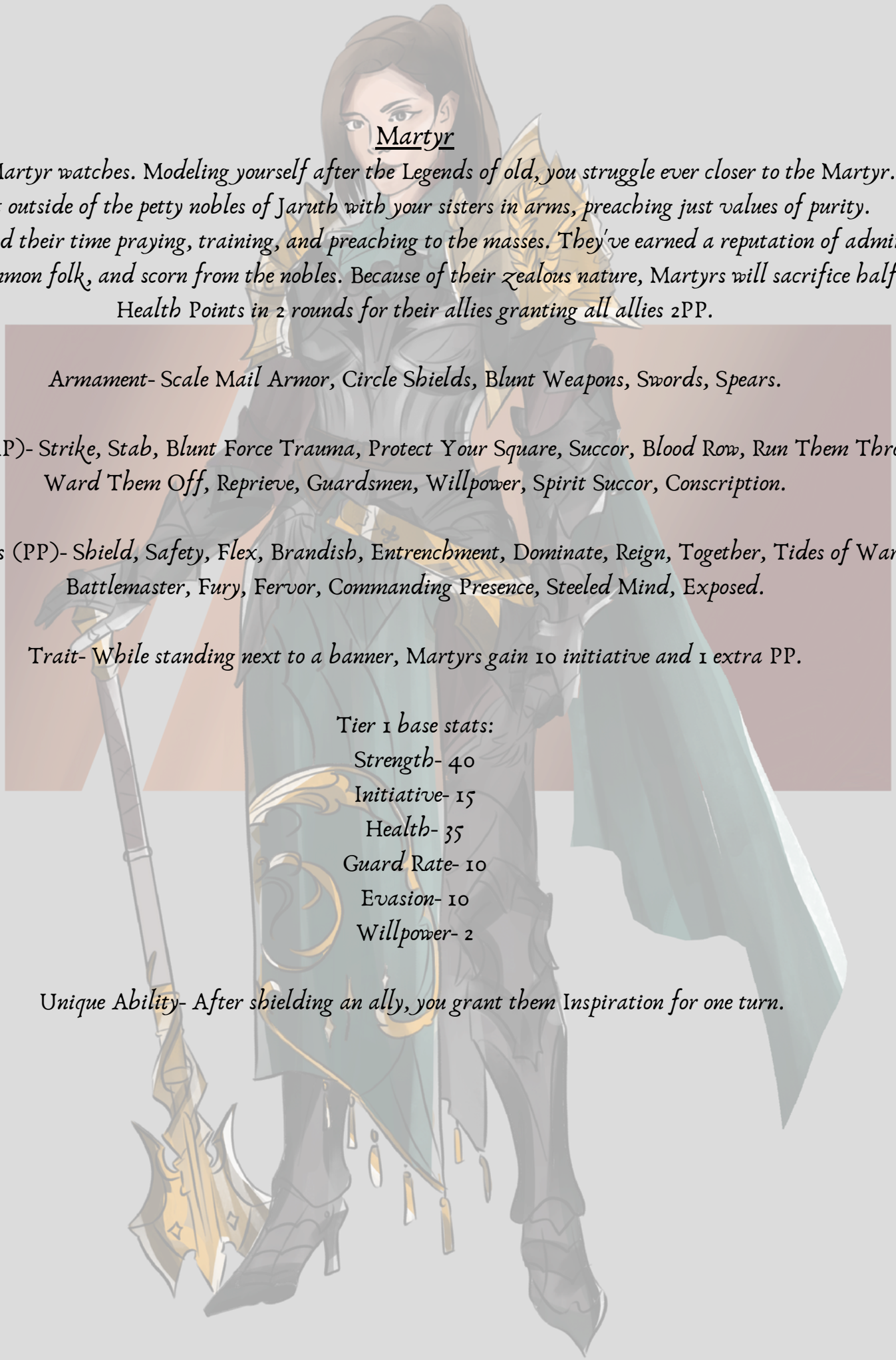
Abilities (AP)- Strike, Stab, Blunt Force Trauma, Distract, Overwhelm, Crack the Armor, Survival, All or Nothing, Precision.

Abilities (PP)- Swift, Medic, Experience, Cauterize, Battlemaster, Riposte, Field Medic, Punish, Crush, Fervor, Steeled Mind, Duel, Heavy Handed, Preparedness.

Trait- While in a row alone, Vouthons gain 20 initiative and debuff immunity for one turn at the beginning of the match.

Tier 1 base stats:
Strength- 25
Initiative- 30
Health- 20
Guard Rate- 10
Evasion Rate- 25
Willpower-1

Unique Ability- When damaging an opponent with allies in the same row, you reduce all characters in that row healing by 100 percent.



Martyr

The First Martyr watches. Modeling yourself after the Legends of old, you struggle ever closer to the Martyr. You exist outside of the petty nobles of Jaruth with your sisters in arms, preaching just values of purity. Martyrs spend their time praying, training, and preaching to the masses. They've earned a reputation of admiration from the common folk, and scorn from the nobles. Because of their zealous nature, Martyrs will sacrifice half their Health Points in 2 rounds for their allies granting all allies 2PP.

Armament- Scale Mail Armor, Circle Shields, Blunt Weapons, Swords, Spears.

Abilities (AP)- Strike, Stab, Blunt Force Trauma, Protect Your Square, Succor, Blood Row, Run Them Through, Ward Them Off, Reprieve, Guardsmen, Willpower, Spirit Succor, Conscription.

Abilities (PP)- Shield, Safety, Flex, Brandish, Entrenchment, Dominate, Reign, Together, Tides of War, Battlemaster, Fury, Fervor, Commanding Presence, Steeled Mind, Exposed.

Trait- While standing next to a banner, Martyrs gain 10 initiative and 1 extra PP.

Tier 1 base stats:

Strength- 40

Initiative- 15

Health- 35

Guard Rate- 10

Evasion- 10

Willpower- 2

Unique Ability- After shielding an ally, you grant them Inspiration for one turn.

Ravenguard

Pike formations. Spear volleys. Under Mattias Raven, these sound tactics have single-handedly won wars for benefactors. Those black spears marching in unison seem to drown out the sun's light. Pray, weep, and accept the Raven's talons, for the end is near.

Ravenguards served under the king of mercenaries, Mattias Raven. Most of their job leaned toward helping their captain out unnecessary bar brawls. With their fearsome reputation, you wouldn't dare think they're as poor as street urchins.

Because of their captain's nature, Ravenguards cannot gain a title.

Armament- Saintie, Throwing Spears, Shortswords, Scale Mail Armor, Round Shields.

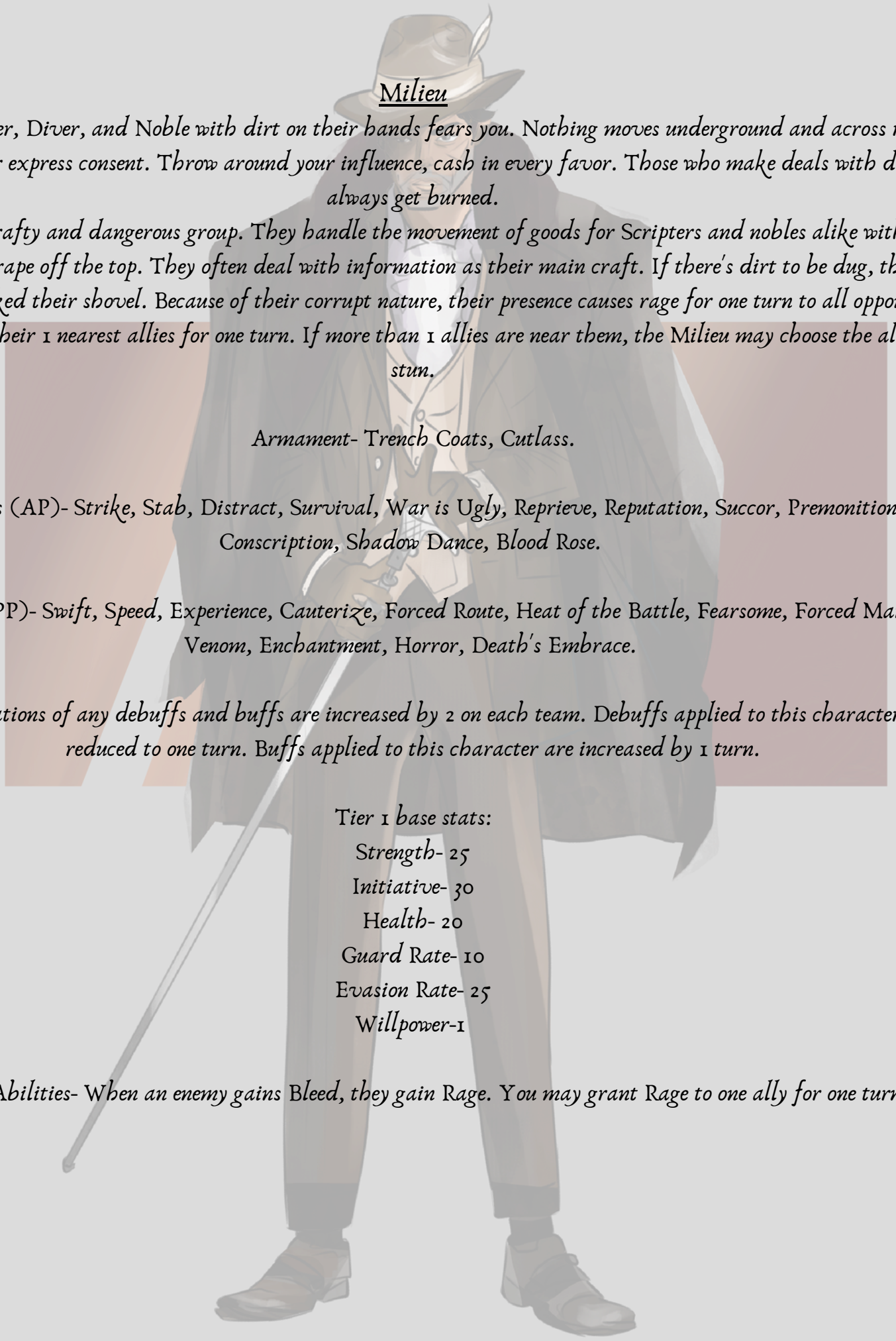
Abilities (AP)- Stab, Piercing Shot, Protect Your Square, Run Them Through, Cull the Weak, Precision, Death From Above.

Abilities (PP)- Safety, Fire, Wind Arrow, Riposte, Fervor, Exposed, Opportunistic.

Unique Abilities- Pike Formation- After landing an unguarded strike on an enemy, move them to any square on the enemy's side.

Tier 1 base stats:
Strength- 35
Initiative- 15
Health- 35
Guard Rate- 10
Evasion Rate- 15
Willpower-1

Trait- When a commander on your team is attacked, gain 5 strength for one turn. This effect stacks.



Milieu

Every Scripter, Diver, and Noble with dirt on their hands fears you. Nothing moves underground and across rivers without your express consent. Throw around your influence, cash in every favor. Those who make deals with devils always get burned.

Milieu is a crafty and dangerous group. They handle the movement of goods for Scripters and nobles alike with just a "small" scrape off the top. They often deal with information as their main craft. If there's dirt to be dug, they've already packed their shovel. Because of their corrupt nature, their presence causes rage for one turn to all opponents and Stun to their 1 nearest allies for one turn. If more than 1 allies are near them, the Milieu may choose the allies to stun.

Armament- Trench Coats, Cutlass.

Abilities (AP)- Strike, Stab, Distract, Survival, War is Ugly, Reprieve, Reputation, Succor, Premonition, Conscription, Shadow Dance, Blood Rose.

Abilities (PP)- Swift, Speed, Experience, Cauterize, Forced Route, Heat of the Battle, Fearsome, Forced March, Venom, Enchantment, Horror, Death's Embrace.

Trait- Durations of any debuffs and buffs are increased by 2 on each team. Debuffs applied to this character are reduced to one turn. Buffs applied to this character are increased by 1 turn.

Tier 1 base stats:
Strength- 25
Initiative- 30
Health- 20
Guard Rate- 10
Evasion Rate- 25
Willpower-1

Unique Abilities- When an enemy gains Bleed, they gain Rage. You may grant Rage to one ally for one turn.

General Promotion

When a character survives enough battles, the player may choose to name or promote them to a general class. This general class retains all previous abilities and gains skills that benefit their entire squad. These skills are based on their background.

Ramses Background Promotion- Ramses characters in squad gain the ability to use all their PP on follow up attacks. When following an ally's attack, Ramses characters gain an additional 20 Strength.

Jaruth Background Promotion- Jaruthian characters in squad gain the ability to Guard without a shield equipped. When Heavy Guarding without a weapon, Jaruthian characters can use Riposte for free.

Rahip Background Promotion- Rahip characters in squad gain the ability to use all PP when an ally is attacked. When Rahips in squad use PP to buff or heal, the targeted ally gains Indomitable for one turn.

Ru Background Promotion- Ru characters in squad poison abilities have a 50 percent increased damage potency. When enemies are hit by poison debuffs from this squad, the duration is increased by 2 turns.

Netet Background Promotion- Netet characters in squad gain the ability to use all PP when an ally attacks. When PP is used to debuff an enemy, all allies in squad gain Intimidation for one turn.

Sinjin Background Promotion- Sinjin characters in squad gain the ability to use Strike for free every 2 rounds. When a Sinjin character in squad uses Strike, they reduce all debuffs affecting them by one turn.

Diver Background Promotion- Diver characters in squad gain an additional 20 Evasion Rate. When a Diver in squad successfully evades an attack, they can use Strike on the enemy attacking them for Free.



Supreme Commander Creation

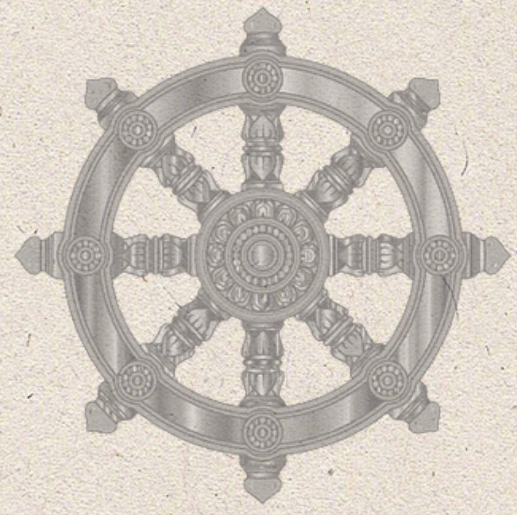
Your Supreme Commander is the character you create when starting a campaign. This character determines how factions initially react to you and your base. You can also have this character lead a squad during a campaign mission. At level one, your Commander starts with 3AP and 3PP, 2 Willpower. Upon progressing to level 5, you will gain another PP point. At level 10, you will gain another AP point. At level 15, you will gain a heroic title associated with your background culture. Players may create any background story they wish as it has no bearing on the campaign unless the Author determines otherwise. Based on where you begin, you start with mostly characters from that faction in your initial squad. If your Commander dies in battle, the campaign is over.

Ramses Origin- You hail from the City-State of Ramses. You have dark skin, gray eyes, and blonde hair. Your people are considered the best natural athletes in the world and you use that to your advantage. Your base stats and abilities match the Jaguns. Upon achieving level 10, you can use all Jagun promoted class abilities.

Starting equipment- Takoba Sword, Gold Circle Shield, Scale Mail, Hide Armor, Banner, 30 Lira.

Starting Traits:
Because of your heritage, Ramses characters cost 50 percent less in the Slave market.
Ramses Soldiers gain 20 Guard Rate in your squad including yourself.
Squads with majority Soldiers in your army gain 20 Strength.

Heroic Title- The Herald of Malik.
Your Base can no longer be raided. All squads gain 20 Guard Rate and 20 Strength. All characters recruited to your army are considered Ramses soldiers and retain their original background.



Ru Origin- You hail from a tribe in the Ru Forest. Your people are known to have black, auburn, pale gold, brown, and orange hair. You have tan skin with hawk-like features. People of the Ru have the best eyesight in Mythrall and you use that to your advantage. Your base stats and abilities match the Guerreros. Upon achieving level 10, you can use all Guerrero promoted class abilities.

Starting equipment- Longbow, Macuahuitl, Daggers, Throwing Spear, Hide Armor, 45 Lira.

Starting Traits:
50 percent price increase when selling goods.
Slave traders won't travel to your base. Increased chance of Employment Encounters.
Units with Ranged armament equipped gain 20 Evasion.

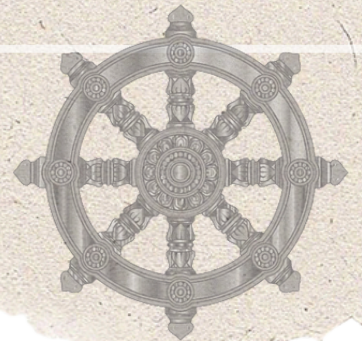
Heroic Title- Aspect of the Wanderer.
Squads gain 20 Initiative, 20 Strength, and Intimidation when defending a position. All characters in your army can now use ranged armament.

Jaruth Origin- You hail from one of the many Principalities in Jaruth. Your people are known to have blonde, orange, brown, and silver hair. Your skin color ranges from pale to dark. You are also known to be stocky and big-boned. People from Jaruth have the most willpower from their long history of war and unification. Your base stats and abilities match the Chevalier. Upon reaching level 10, you can use all the promoted abilities of the Chevalier.

Starting equipment- Longsword, Blunt weapons, Shorsword, Spear, Banner, Plate armor, Kite Shield, 20 Lira.

Starting Traits:
Higher chance of hostile relations with Ru people. Higher positive relations with Jaruthian people.
Characters in your row automatically have Heavy Guard.
Characters below 20 Initiative in your army have Heavy Guard for the first round each match.

Heroic Title- Hammer of Unification.
Recruitment of Jaruthian characters is now free. All characters in your army can now equip Plate Armor. Knights in your army gain an additional 20 Health Points.



Netet Origin- You hail from the mystics of Netet. Your people are known to have dark brown and black hair with golden ornaments. You have tan to dark brown skin. The people of Netet also practice self inscription of wooden symbols. A tradition to honor The Ancient Lady. Your people possess the most knowledge of Sihir and ancient history. Your base stats and abilities match the Heka. Upon reaching level 10, you can use all the promoted abilities of the Heka.

Starting equipment- Crystal staff, Heka tattoo, Dagger, Robe, 35 Lira.

Starting Traits:
Higher chance of Treasure Encounters. Higher chance of receiving a relic.
Lower relations with SinJin characters. Higher Relations with Netet characters.
Characters in your squad have permanent Regeneration.

Heroic Title- Avatar of the Lady.
Higher increase of slave traders. Bleed damage to your army is reduced by 50 percent. All Sihir based abilities have their durations increased by 2 turns.

Sinjin Origin- You hail from The Republic of Sinjin. Sinjin is the most diverse culture with people from everywhere flocking to their borders. The natives have black, brown, and blonde hair. Their skin is typically pale. Your people practice mindfulness through physical enhancement. Your base stats and abilities match the Sudosa. Upon reaching level 10, you can use all Sudosa promoted abilities.

Starting equipment- Sudosa fist, Robes, 30 Lira.

Starting traits:
Lower relations from Netet characters. Higher relations with Sinjin characters.
1AP abilities in squad have a 50 percent chance of recovering the AP spent.
Your strike ability recovers 1PP.

Heroic Title- Tempered.
Characters in your army who gain Rage, gain Indomitable. Characters in your army who use Strike add another D20 to damage. Frontline characters in your squad gain 30 Evasion and 30 Initiative.



Rahip Origin- You hail from the ancient order of Rahips. The Artificars civilization has long since passed into history, yet you remain. Your people are a mix of all races across Mythrall. The Rahips rent their services as mercenaries to righteous causes, earning the moniker 'Trench Guardsmen'. Your base stats and abilities match the Rahip. Upon reaching level 10, you can use all Rahip promoted class abilities.

Starting equipment- Scepter, Righteous Symbol, Robes, 40 Lira.

Starting Traits:
Higher income from Diver missions.
High relations with every faction.
All buff durations in your squad are increased by 2 turns.

Heroic Title- Walking Sanctum.
Trade merchants in base have a higher chance of selling Artifacts.
Characters buffed in your squad gain Inspiration.
Your army can no longer be affected by Provoke.

Diver Origin- You risk life in Mythralls dangerous caverns for fame and riches as a Diver. Divers come from all walks of life. You are often seen as untrustworthy, greedy, and unrelenting. Often drawn by adventure, Divers flock together into the darkest reaches of Mythrall. Your base stats and abilities match the Diver. Upon reaching level 10, you can use all Diver promoted abilities.

Starting equipment- Shovel, Pick, Shortsword, Dagger, Gambeson, 60 Lira.

Starting Traits:
High relations with all factions.
Higher chance of raids. High return on Diver missions.
Divers in your army gain 20 Evasion.

Heroic Title- Dungeon Hound.
Higher chance of receiving a relic after Treasure Encounters. Higher chance of gaining artifacts after Treasure Encounters. Divers in your squad gain an additional 1AP and 1PP.

Supreme Commander Background

This will determine which play style will best fit your Commander. Were you a swashbuckling adventurer that gained a following or a warlord from Jaruth? This will affect the benefits you start with and bonuses to diplomatic relations with certain factions.

The Explorator

Before your time as Supreme Commander, you garnered prestige and a following large enough to make a troupe throughout your adventures. With your newfound power, you decided to organize your troupe for larger adventures and better plunder.

Better relations with merchants and nobles with higher reward contracts.
20 percent higher Lira income from all sources.
Higher chances at Treasure and Random Resources Encounters.




The Explarator

The Ranger

You are the master of defensive and terrain tactics. With your military and Diver experience, you hunt down brigands that dare threaten the powers that be. Maybe you formed a coalition of your own from normal class people that aspire to be something greater together under your leadership.

Starts with one bronze tier Ru character.
Characters with bows equipped have a 50 percent of causing Bleed and Poison for one turn every attack.
Characters with throwable weapons gain 10 Initiative and 20 Evasion Rate.



The Ranger



The Scripter

In the effort to bring balance to absolute power, you specialize in smuggling rare and expensive freight. At least, that's your justification for your actions. The mountain of Lira you dive into is certainly for balance. Whatever the case, most stolen or unknown artifacts pass through your hungry fingers.

Start with one random stolen relic in base.
Your base attracts more exclusive item merchants.
Higher chance of meeting a lord with the chance of forming an alliance.




The Scripter

The Dictator

You inspired many to flock to your cause and the message you bring. What will you accomplish or destroy with your new following? Powers that be may perceive you as a new threat and the common folk may revere the changes you enact.

Characters in your army gain promotions after one battle instead of three.
You attract more slave merchants in your base at a reduced price.
During hostile encounters, you have a higher chance of intimidation.




The Dictator

Secrets

To start your adventure as Supreme Commander, you came across scripts written in the old world. After deciphering the text, you are privy to old technologies, ancient secrets of Sihir, and crafting knowledge. You will unlock a Secret tier when your Supreme Commander reaches level 1, 10, and 20. You may only pick 1 Secret for the remainder of the campaign. Beware, you're not the only one privy to these secrets of Mythrall.

Secrets of Gedeon:

Tier 1- Recruitment cost of Rahip characters is drastically reduced. Knights classes in your army gain the Services of the King's ability.

Tier 2- You have a higher chance of Random Resource encounters for rare materials. You may create items out of materials and use the properties of those materials for the item.

Tier 3- All characters in your army have inscriptions in their armor that reduces debuff damage by 50 percent. Rahip and Jaruthian characters in your army have 30 more health points.

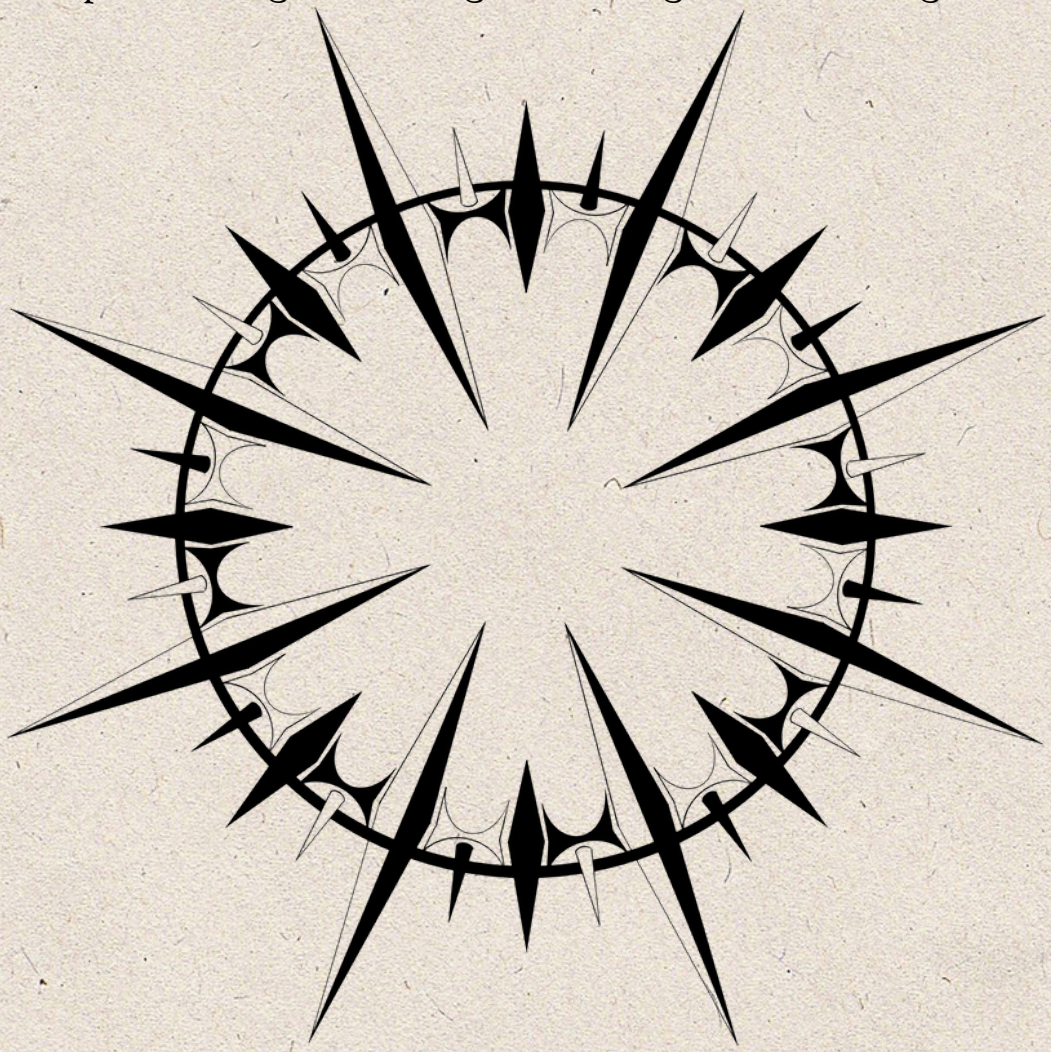


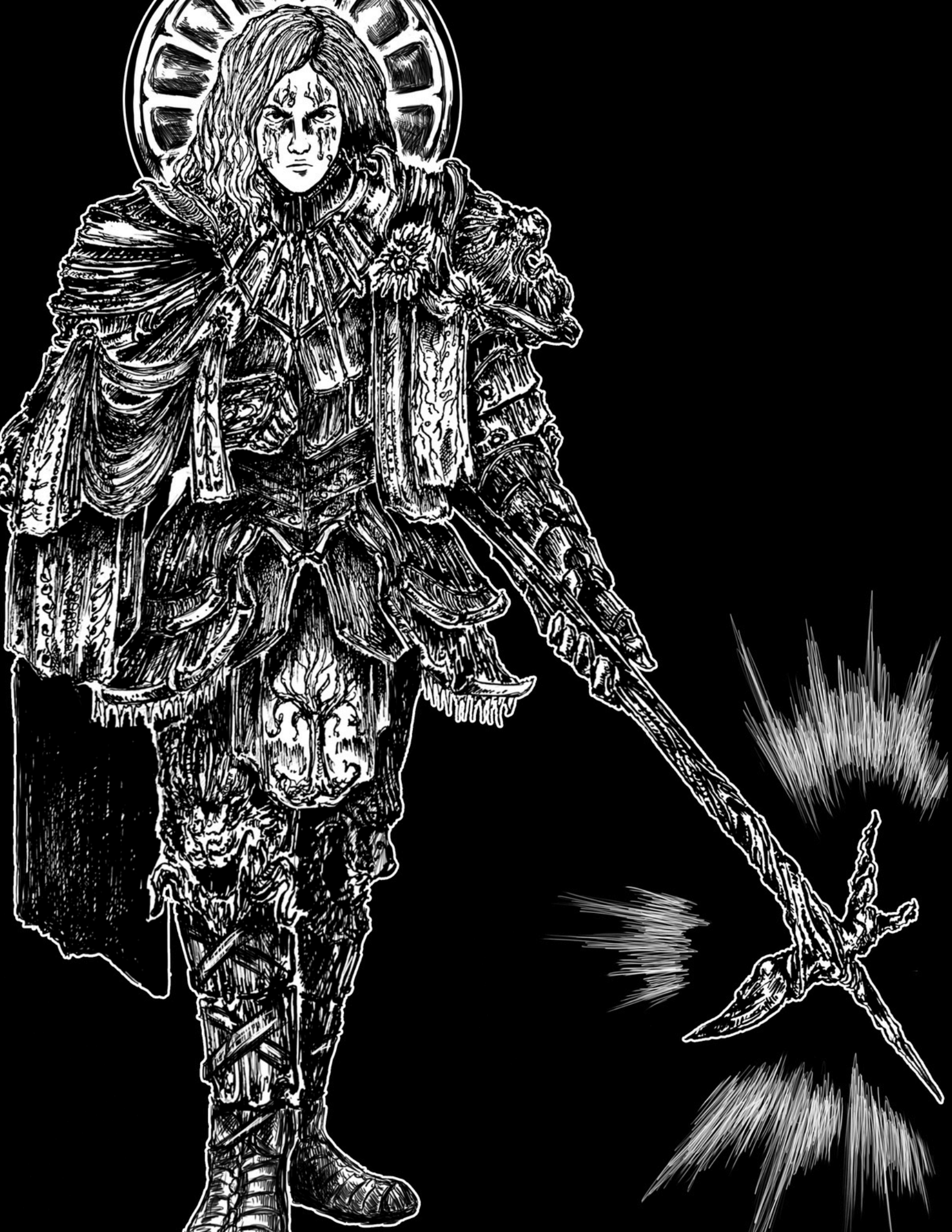
Secrets of Joanef:

Tier 1- Recruitment cost of Jaruthian characters is drastically reduced. Characters that wield Blunt weapons in your army gain 20 Strength when they are attacked for the first time for the rest of the match.

Tier 2- Armament made with Fer Incassable or Camphor wood grant a boost of 20 Strength and Guard Rate to characters that have them equipped. Characters that Heavy Guard gain 5 Strength every time they do.

Tier 3- Supreme Commanders and Generals weapons count as Blunt in addition to their normal property. When Commander classes deal damage, their row heals for 20 health points. Supreme Commanders and Generals gain 50 percent damage resistance against Slashing and Blunt damage.



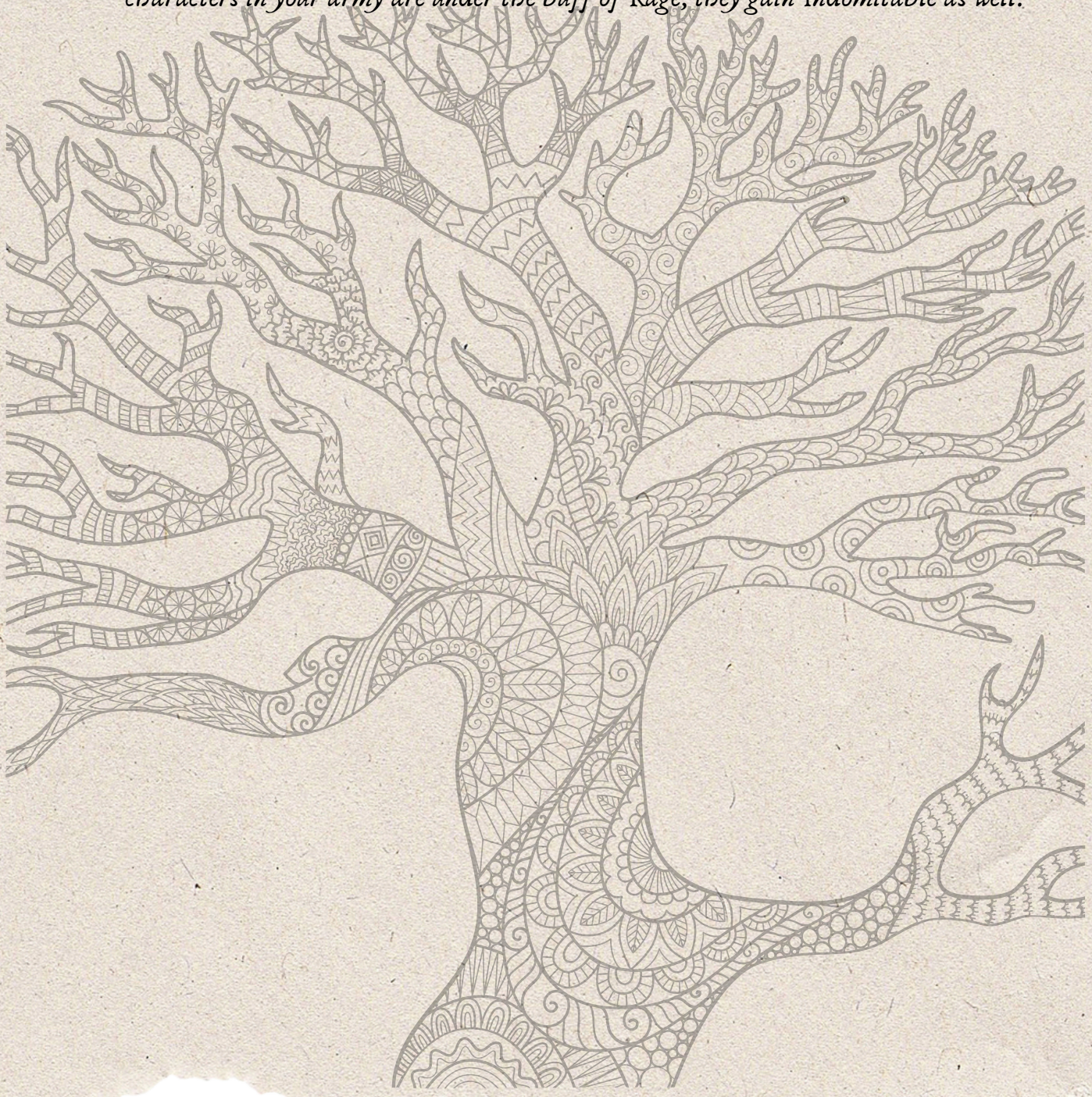


Secrets of Pjark:

Tier 1- Recruitment cost of Sinjin characters is drastically reduced. Characters that use the Strike ability gain the effects of the ability Cauterize.

Tier 2- When facing enemies with weapons, Sinjin characters in your army gain 30 Evasion Rate for the match. When facing enemies with heavy armor, Sinjin characters in your army gain 30 Guard Rate for the match.

Tier 3- Enemies in heavy armor cannot Heavy Guard against the Strike ability from your Sinjin characters. When characters in your army are under the buff of Rage, they gain Indomitable as well.





Secrets of Koven:

Tier 1- Recruitment cost of Netet characters is drastically reduced. Characters that use Sihir in your army gain 20 evasion against physical attacks.

Tier 2- When a Heka in your army gains a Madness stack, one random character on the enemy squad gains Madness as well. Enemies that gain a Debuff also gains another random Debuff.

Tier 3- When characters in the match gain Bleed, they gain Madness and Regeneration as well. Heka in your army that have the Debuff Bleed gain the Buff Intimidation.





Secrets of Locust:

Tier 1- Recruitment cost of Ru characters is drastically reduced. Ru characters with bows equipped gain the Buff Intimidation for the first round of combat.

Tier 2- When Ru characters in your army use PP abilities, they gain 20 Strength for their next turn. Enemies affected by Poison gain Vulnerable.

Tier 3- While being attacked in a defensive formation, your squad gains 40 Guard Rate. While being attacked in a defensive formation, your squad gains 1 additional AP.



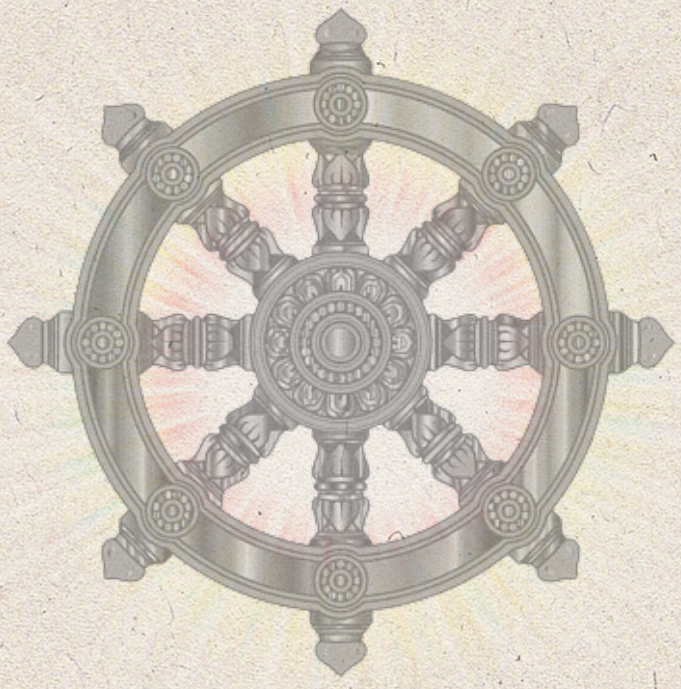


Secrets of Mormon:

Tier 1- Recruitment cost of all characters is reduced. New alliances grant you 3 free recruits based on the alliance culture. New recruits start at Tier promotion 2.

Tier 2- When facing Jaruthian, Ru, and Ramses characters, your army gains 1 additional PP. When facing Sinjin, Netet, and Rahip characters, your army gains 1 additional AP.

Tier 3- When squads have 4 or more different backgrounds, the squad gains 50 percent increased healing and 20 Health Points. Each character in your squad gains 5 Strength for each different background.





Armament

Each character sheet will have an armament section. A character can have 4 total slots for armament equipped for battle including armor, shields, and weapons. 2 handed weapons take 2 slots. The weapon bonus you add to your character sheet is the weapon you have equipped when you enter battle. PP abilities that rely on a weapon cannot be used until you switch to that weapon on your turn. You can also equip 2 items for battle.

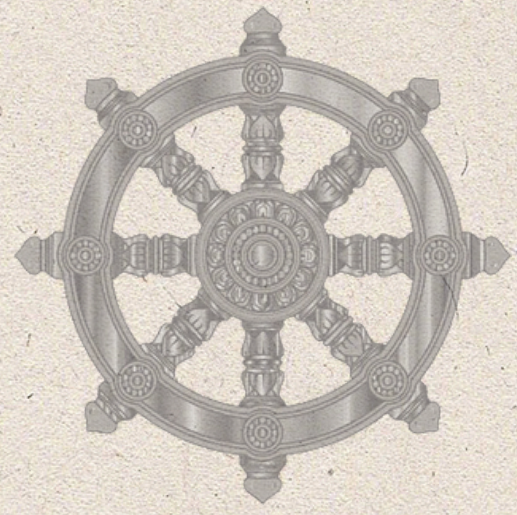
Takoba Sword- Quick and lethal, the Takoba is an ancient sword from the old empire of Ramses dating to the first Malik. +10 to Strength, Shortsword. One handed. Slashing. 1 Wood, 2 Iron to craft.

Saintie- Versatile, deadly, and efficient like its creator, Mattias Raven. +10 to Strength, Pike. +15 Strength vs Scale Mail foes. Two handed. Piercing. 3 Wood, 1 Obsidian to craft.

Cutlass- Favored by the crime lords of Jaruth, this sword is mostly used for dueling. +10 to Strength, Shortsword. One handed. Slashing. 1 Iron to craft.

Mongo Sword- Known as an ancient ceremonial sword of Ramses, very few use these in combat. +20 to Strength, Shortsword. One handed. Slashing. 4 Iron to craft.

Macuahuitl- An extremely effective club with obsidian shards embedded, the people of the Ru hack through creatures with ease. +20 to Strength, +10 extra damage to Cloth and Gambeson, Longsword. Two handed. Slashing. 3 Wood, 2 Obsidian to craft.



Shovel- Favored by gravediggers and Divers alike. +5 to Strength. 2 handed. Blunt. 1 Iron, 1 Wood to craft.

Hammer- A favored weapon from the old world, these weapons are used to bash a skull in. +10 to Strength. One handed. Blunt. 1 Iron to craft.

Polehammer- Made most famous by The First Martyr, this weapon is almost worshipped. +15 to Strength. 20 Strength vs Plate Armor foes. 2 Handed. Blunt. 2 Iron, 2 Wood to craft.

Axe- The most feared warriors of the Magni people descend upon shores with this weapon in hand. +10 for Strength. One handed. Slashing. 1 Iron, 1 Wood to craft.

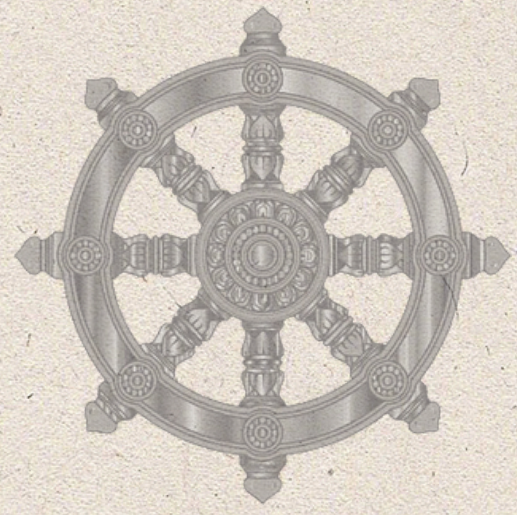
Mace- Simply known as the armor killer in Jaruth. +5 to Strength. +10 strength against armored foes. Blunt. One handed. 2 Iron to craft.

Polemace- A favored weapon against the Towershield. +15 to Strength. +10 extra strength against armored foes. Blunt. Two handed. 3 Wood, 4 Iron to craft.

Shortsword- Used primarily by the princedoms of Jaruth, the Shortsword thrives in close combat. +5 to Strength. One handed. Slashing. 2 Iron, 1 Wood.

Longsword- Duels in the noble courts of Jaruth are often settled with this weapon. +15 to Strength. Two handed. Slashing. 4 Iron, 1 Wood to craft.

Halberd- The noble's arms. With this very weapon, Valdonna the Wordkeeper unified all of Jaruth. +15 to Strength. Two handed. Piercing. Slashing. 3 Iron, 3 Wood to craft.



Spear- Shorter than a Pike, the common soldier use this weapon in combination with the shield. +5 to Strength. One handed. Piercing. 2 Wood, 1 Iron to craft.

Pike- Valdonna and his damned mercenary Mattias Raven used these weapons to sweep a black hoard across Jaruth. +10 to Strength. Two Handed. Piercing. 5 Wood, 1 Spear to craft.

Lance- Devastating, long, and heavy. +20 to Strength. Two handed. One Handed(Only +10 to Strength). Piercing. Pike. 4 Iron, 2 Wood to craft.

Daggers- For those whom wish to slash unseen. +5 to Strength. One Handed. Piercing. 1 Iron to craft.

Longbow- This single weapon has staved off entire invasions. +10 Strength. 2 handed. Piercing. 2 Wood to craft.

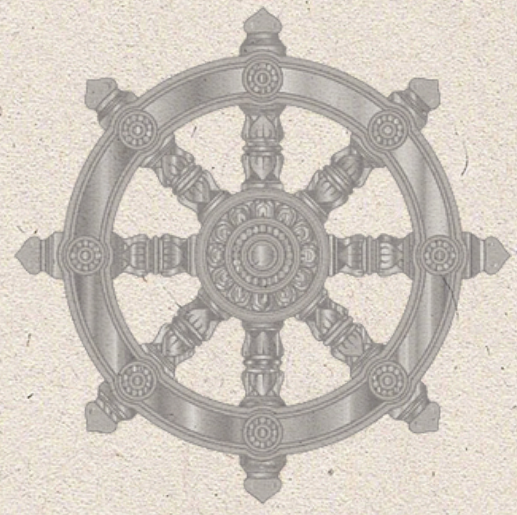
Throwing Spear- Shaped perfectly for throwing, this Spear can punch through an animal with ease. +10 Strength. One handed. Piercing. 2 Wood, 1 Iron to craft.

Sudosa Fist- As powerful as the crashing waves on Magni island. +10 to Strength. Blunt.

Heka Tattoo- Only the most honored and exalted may share the same skin tapestry as The Ancient Lady. Debuff duration applied +1.

Righteous Symbol- Artificer, the creator of the Rahip Order, left them only one symbol that unites them together. Buff duration applied +1. 10 Lira.

Crystal Staff- Some say the crystals the Heka carry also holds part of their souls. Bleed damage reduced by 50 percent. 2 Wood, 1 Crystal to craft.



Scepter- These scepter help focus the power of the Rahip. Healing increased by 50 percent. 1 Iron, 1 Crystal.

Circle Shield- A medium sizes shield that's often paired with one handed weapons. +10 Guard Rate. -5 Strength. 2 Wood, 2 Iron to craft.

Kite Shield- This heavy shield protects the user's legs and torso. Use the pointy end to stab someone. +15 Guard Rate. -10 Strength. 1 Wood, 6 Iron to craft.

Towershield- This giant shield was invented by Lololth the Giant Stepper to protect the entire body. Only those strong enough can wield it one handed. +20 Guard Rate. - 10 Strength. -15 Initiative. 2 Wood, 8 Iron to craft.

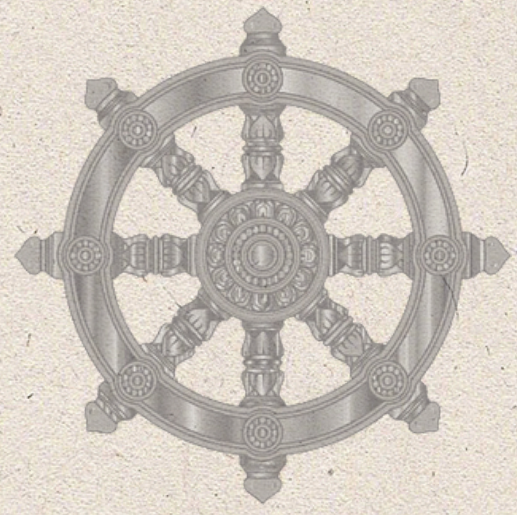
No Armor- Let your spirit be your armor. +20 to Evasion. This includes Robes and Trenchcoats.

Gambeson- For those who like to travel light and still be protected. +15 to Evasion. +5 Guard.

Hide Armor- A heavier armor set made mostly from animal skin and fur. +10 to Guard. 2 Animal Skin, 1 Iron to craft.

Scale Mail- Interlocking steel scales serve to protect the user from slashing and piercing damage. +20 Guard. -10 Evasion. - 10 Strength. -10 initiative. 7 Iron to craft.

Plate Armor- The Symbolic calling card of the people of Jaruth. Constant warfare has produced this beauty. +30 Guard. -15 Evasion. -15 Initiative. -15 Strength. 10 Iron to craft.



Titles

Titles are bonuses given to characters and give permanent buffs. One Title benefits the entire squad. Titles are earned at level 5, 20.

Lord Commander- The duration of your buffs applied are increased by 1 as long as you have a Commander class in the squad.

Pack Tacticus- Soldier classes in a row gain, 10 Guard Rate and 5 Strength.

The Elusive One- Your squad gains 20 Evasion versus enemies with debuffs as long as 4 or more characters are not wearing armor.

Old Faithful- When your characters protect their allies from an attack, their guard is always heavy.

Herald of Ramses- While being hit in Medium Guard, soldier classes reduce the damage by another 10 points.

Lord Masochist- Every time your characters lose 1 health, they gain 1 Strength.

Betrayer of Kymnp- Your characters are never provoked by soldier classes.

The Newly Minted- Commander classes on your squad gain heavy guard to start the battle for 2 turns.

Savior of Mali- When a character on your squad is healed by an ally, they gain 20 Evasion for one turn.

Archive Keeper- Each player in the match that gains Bleed, gains Regeneration as well.

Runespeeker- Anytime an ally activates a PP ability, they have 50 percent chance on the D20 to gain the PP back.

Wordkeeper- Soldier classes in a row gain Indomitable for the match.

The Big Stepper- Enemies who use PP abilities against your squad have a 50 percent chance to gain blindness for one turn.

Blood Magi- Abilities that cause Bleed to enemies also causes Rage.

Doein Survivor- Your squad gains 20 Evasion against buffed enemies.

Honored Guest- Enemies with Initiative over 40 cannot use damaging PP abilities for the first round.





Active & Passive Abilities

Action Points Abilities(Physical)

Two additional Action points will be added at Promotion Bronze.

Strike- Lash out with your weapon, dealing physical damage and boosting your own Strength by 5 points. Swords, Daggers, Mace, Hammer, Axes, or blunt weapons must be equipped. Tier 1. 1 AP cost.

Stab- Pierce an enemy and cause them to Bleed for 1 turn. Dagger, Spear, or Swords equipped. Tier 1. 1 AP Cost.

Blunt Force Trauma- Attack an enemy with a ferocious head strike. Roll a 10 or higher on the D20 to inflict stun. Hammer or Blunt Weapon must be equipped. Tier 1. 1 AP cost.

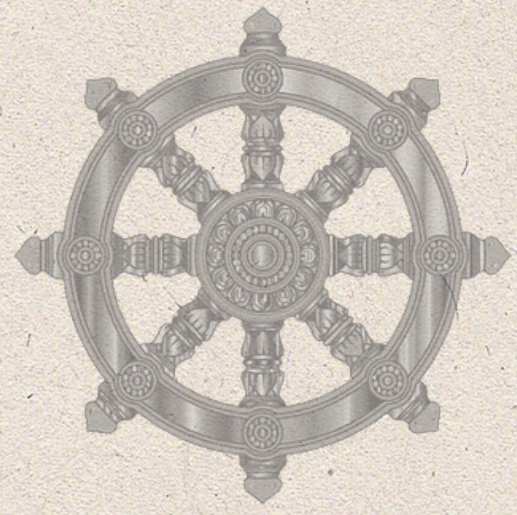
Twice the Damage- Slice at 2 enemies in the same row. Axes or Longsword must be equipped. Tier 1. 1 AP Cost.

Distract- Throw dirt at the eyes of your enemies causing Blindness for one round. Affected character has a -100 chance to hit. Shovel Specialty. Level 1. 1 AP Cost.

Piercing Shot- Let your arrow fly true through your enemies heart. Reduce their Evasion Rate by 50 percent before the attack. Bow, Throwing Spear equipped. Tier 1. 1 AP cost.

Protect Your Square- Bash an opponent so that they remember their place. Inflict Stun for one round. Shield equipped. Tier 1. 1 AP cost.

Overwhelm- Unleash a flurry of attacks on a single enemy dealing three cuts. Each successful cut adds 5 damage to the next cut. Oba, Ida, Sajakil, Kun Seunim classes. Promotion Bronze. 2 AP Cost.



Run Them Through- With a mighty thrust, strike a column of enemies for Piercing damage. Cause Bleed for one round. Spear Equipped. Oba, Lanza, Saint, Joute classes. Promotion Bronze. 2 AP Cost.

Triple Damage- Swing your weapon in a wide arc hitting 3 enemies. Gain Intimidation. Sword or Axe equipped. Ida, Ihamora Pa classes. Promotion Bronze. 1 AP.

Ward Them Off- Charge them with your towershield and push them to the next column. Boost Guard Rate by 10 percent. If the target is pushed into another enemy, stun both combatants for 1 round. Towershield Equipped. Tour Bouclier classes. Promotion Bronze. 1 AP.

Proclaim- Announce to the enemy that the strongest warriors on the field have arrived. Boost Guard Rate in your row by 20 percent. Add a D20 to your allies next attack roll. Oba, Ida, Joute, Saint, Bohoja, Kun Seunim classes. Promotion Bronze. 2 AP cost.

Crack the Armor- Target a heavily armored foe and show them they aren't so safe under iron. Reduce the opponents guard rate by 80 percent before attacking. If the character targets are in Plate armor, add D20 to attack roll. Ihamora Pa, Kun Seunim, Legend classes. Promotion Bronze. 2 AP cost.

Survival- Force an ally to switch places with you. Grant a 20 percent Evasion Rate bonus to you and the targeted ally for one round. Grant Rage for one round to targeted ally. Bohoja, Retired Explorator, Legend, Scripter, Saint, Sajakil classes. Promotion Bronze. 2 AP cost.

All or Nothing- You only need one strike to finish them. Absorb all your remaining PP into 1 AP. Gain a D20 to damage for every PP absorbed. Gain 10 strength for every PP absorbed. Reduce your Guard Rate, Health, and Evasion by 20 points. Kun Seunim, Ihamora Pa, Ida, Joute, Legend classes. Promotion Bronze. 0 AP cost. Must have no remaining AP before activation.

Push the Advantage- Make the enemy pay for any buffs they receive. Target an enemy with buffs and attack them. Add as many D20 to damage as they have buffs. This attack can't be dodged. Oba, Fletcha Yuum, Saint, Joute, Bohoja classes. Promotion Bronze. 2 AP cost.

Cull the Weak- For all the brutality of war, show them kindness by ending their suffering. Attack an enemy with debuffs. Add as many D20 to damage as they have debuffs. This attack can't be guarded. Lanza, Sajakil classes. Promotion Bronze. 2 AP cost.

Precision- Economical with your approach, your attacks hit even the most elusive foes. Attack a single enemy. Reduce your target's Evasion Rate by 30 for 2 turns before attacking. If the target's initiative is higher than yours, add a D20 to damage. Ida, Fletcha Yuum, Sajakil, Kun Seunim classes. Promotion Bronze. 2 AP cost.

Death From Above- Ambush a row of enemies with a deadly attack. If an enemy in targeted row has a debuff, add a D20 to damage. Increase Initiative by 10 in your row. Retired Explorator, Sajakil, Fletcha Yuum, Lanza classes. Promotion Bronze. 2 AP cost.

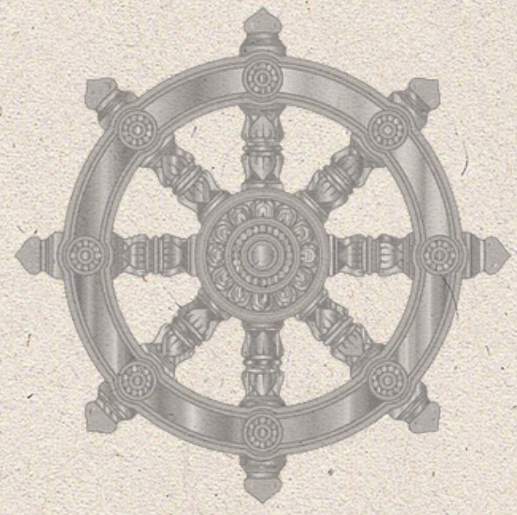
War is Ugly- You'll get the job done even if the enemy has to die slowly. Douse yours and your one ally weapon with Poison for the duration of the match. Target a single enemy with your attack. Inflict poison on them for one round. Retired Explorator, Sajakil, Legend classes. Promotion Bronze. 2 AP cost.

Double Eagle- Swift as an eagle, your prey will never see you coming. Target two enemies and attack them. Reduce their Evasion Rate by 50 before attacking. Cause Blindness if the attack hits. Sajakil, Lanza, Fletcha Yuum classes. Promotion Bronze. 2 AP cost.

Reprieve- Even the strongest warriors need support. Grant your row 10 Strength, Initiative, and Guard rate. Heal yourself for 15 health points. Bohoja, Saint, Oba classes. Promotion Bronze. 1 AP cost.

Guardsmen- Stake your claim into the land and never move from your position. Gain Indomitable. Remove all debuffs from yourself. Heal 50 percent of your health. Tour Bouclier, Bohoja, Oba, Saint, Ihamora Pa classes. Promotion Bronze. 2 AP cost.

Willpower- Scream your battle cry for all to hear. Spread all of your buffs to each ally. Gain Stun Immunity. Gain Inspiration. Gain 20 Guard Rate. Saint, Bohoja, Tour Bouclier, Oba classes. Level 10. Promotion Bronze. 2 AP cost.



Passive Points Abilities(Physical)

Two additional Passive point will be added at Tier 3.

Shield- Cover an ally from arrow fire. Cannot be used if being attacked. You automatically Guard. Shield equipped. Tier 1. 1 PP cost.

Safety- Guard yourself with Medium Guard when attacked. Shield equipped. Tier 1. 1 PP cost.

Swift- Add 10 points to your Initiative. Activates at the beginning of the battle. Tier 1. 1 PP cost.

Fire- Follow up on an allies attack. Bow or Throwing Spear equipped. Tier 1. 1 PP cost.

Speed- Increase an allies Initiative by 10 after turn. Tier 1. 1 PP cost.

Medic- Heal an ally 25 health points after combat. Tier 1. 1 PP cost.

Flex- Add 10 Strength before attacking. Tier 1. 1 PP cost.

Experience- Throw dirt at an enemy after an ally attacks inflicting Blindness for one round. Tier 3. 1 PP cost.

Swooping Hawks- Follow up with arrow fire on ally attack. Shoot two opponents. Bow equipped. Tier 3. 1 PP cost.

Cauterize- End any debuff you were afflicted with this turn. Tier 3. 1 PP cost.

Battlemaster- Follow up on ally attack with a devastating slash. Gain 1 AP if the attack lands. Sword, Axe, Mace, Blunt weapons equipped. Tier 3. 1 PP cost.

Riposte- Deflect a melee attack and attack back for D20 damage. Cannot use if Blinded. Sword, Axe, Mace, Spear, Blunt weapons equipped. Tier 3. 2 PP cost.



Wind Arrow- Before you strike, make this attack unavoidable. Attack a single enemy. Deal another D20 damage if their Evasion is over 40. Bow, Throwing Spear equipped. Tier 3. 2PP cost.

Fury- After being attacked, gain Rage. Tier 3. 1 PP cost.

Field Medic- After an ally is attacked, heal them for 25 Health Points. Tier 3. 1 PP cost.

Punish- After attacking, punch the opponent. Increase any debuffs they have by 1 round. Tier 3. 1 PP cost.

Crush- Before your next attack, reduce your opponent's Guard Rate by 20 for 1 round. Tier 3. 1 PP cost.

Fervor- After hitting an enemy with an attack, intimidate them. Reduce their Guard Rate and Evasion by 20 percent. Gain Intimidation. Ida, Sajakil, Joute, Fletcha Yuum, Kun Seunim classes. Promotion Silver. 1 PP cost.

Double Grip- While holding a Towershield in both hands, gain 40 Guard Rate and Stun Immunity. Reduce Initiative by 20. Activates at the beginning of the battle. Tour Bouclier classes. Promotion Silver. 1 PP cost.

Commanding Presence- Increase initiative of team by 15. Reduce all damage received by half for 1 round. Activates at the beginning of the battle. Oba, Saint, Bohoja classes. Promotion Silver. 1 PP cost.

Opportunistic- When melee attacked, riposte. Deflect the attack and follow up with a devastating strike. Gain 20 strength for your next turn. Joute, Ida, Ihamora Pa, Kun Seunim, Legend classes. Promotion Silver. 2 PP cost.

Steeled Mind- After receiving a debuff, cleanse yourself. Gain Immunity for 1 turn. Gain 20 Guard Rate. Kun Seunim, Bohoja classes. Promotion Silver. 1 PP cost.

Strategic- After receiving a buff, copy that buff to another ally. Double it and increase duration by another turn. Saint, Retired Explorator classes. Promotion Silver. 2 PP cost.

Exposed- Follow up on an allies multi attack. Hit a column of enemies with a piercing strike reducing their AP by 1 if the attack isn't Guarded. Saint, Joute, Lanza classes. Promotion Silver. 2 PP cost.



Duel- While being attacked by a provoked enemy, increase guard rate by 40 percent. Heal by double the damage dealt to you. Gain Intimidation. Joute, Ida, Tour Bouclier, Bohoja, Ihamora Pa, classes. Promotion Silver. 1 PP cost.

Forced Route- Before an enemy attacks, force them to attack your front row. Follow up with a Poison strike that Poisons the target for one turn. Sajakil, Fletcha Yuum classes. Promotion Silver. 1 PP cost.

Heat of the Battle- When an opponent hits half health, immediately strike them. Add a D20 to the damage roll. Lanza, Joute, Kun Seunim. Promotion Silver. 1 PP cost.

Heavy Handed- Before attacking an enemy in armor, gain 20 strength for turn. If the attack lands, gain Rage for the rest of the battle. Ihamora Pa, Legend classes. Promotion Silver. 1 PP cost.

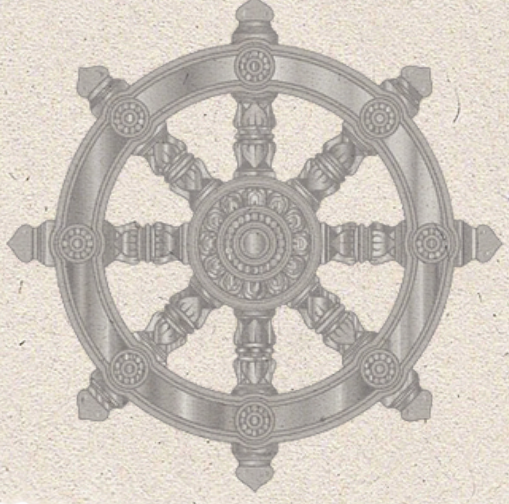
Preparedness- When attacked by an armored enemy, gain heavy guard. Heal 10 health points. Counterattack with your own strike. Add a D20 to the damage. Ihamora Pa, Legend classes. Promotion Silver. 2 PP cost.

Fearsome- When a debuff is applied to an enemy, spread it to the entire row. Allies in your row gain 20 Strength and Evasion Rate for 1 round. Oba, Sajakil, Retired Explorator classes. Promotion Silver. 1 PP cost.

Venom- Before attacking an enemy, coat your weapon in Poison. If your weapon already has Poison, and the attack lands, opponent is Poisoned for 2 rounds. Sajakil, Fletcha Yuum, Retired Explorator classes. Promotion Silver. 1 PP cost.

Guardian- When an allies row is attacked, grant 30 Guard rate. Gain Rage. Gain Indomitable. Gain Inspiration. Bohoja, Tour Bouclier, Oba, Saint classes. Promotion Silver. 1 PP cost.

Commanders Honor- When an ally uses an active ability, grant them 1 AP. Saint, Oba classes. Promotion Silver. 1 PP cost.



Action Points(Sihir)

Two AP will be added at Promotion Bronze.

Blood- Blood is a sacred ingredient in your dark art. Open a wound on an ally causing Bleed for one round. They gain 25 health points. Crystal Staff equipped. Tier 1. 1 AP cost.

Operate- Keep your warriors fighting with your steady hands. Grant Regeneration to an ally for one round. Scepter equipped. Tier 1. 1 AP cost.

Blood Field- Every transgression has a price. Curse a row of enemies causing them to lose 1 PP. You lose 20 Evasion. Crystal Staff equipped. Tier 1. 1 AP cost.

Succor- Bring one of the flock under your cradle. Grant 50 percent damage reduction to one of your allies for one round. Scepter equipped. Tier 1. 1 AP cost.

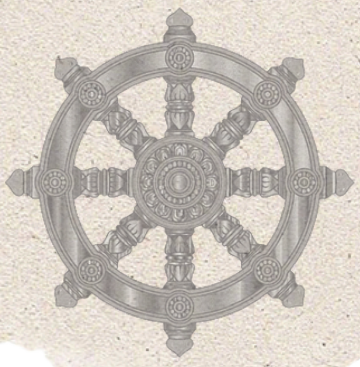
Blood Row- Pay the price so your brethren may live. Give yourself Bleed for one round. Grant Regeneration to a row of allies for one round. Crystal Staff equipped. Tier 1. 1 AP cost.

Reputation- Your reputation precedes you. Surround an ally in light. Grant 60 Evasion for one round. Scepter equipped. Tier 1. 1 AP.

Spirit Succor- The path of life is paved by sacrifice. Gain Bleed for one round. Sacrifice 20 health. Bring an ally back up to full Health. Mawt classes. Promotion Bronze. 1 AP cost.

Premonition- Experience or maybe spirits tell you your opponents next move. Grant front row immunity to provoke for one round. Grant them Inspiration for one round. Scripter, Ruh Rahip, Biblo Rahip, Seon Mi classes. Promotion Bronze. 2 AP cost.

Blood Armor- Nothing is more terrible than a Heka on the Frontline. While stationed in the front row. Grant yourself 50 Guard and 50 Evasion. Gain Poison Immunity for one round. Gain one Madness. Gain Bleed. Apep classes. Level 10. 2 AP cost.



Sanctuary- You are a walking hospitaller on the battlefield. Grant your party 20 Initiative and Regeneration for one turn. Activates at the beginning of the match. Biblo Rahip, Rahip Orkhon classes. Promotion Bronze. 1 AP cost.

Parchment- The only way to get out of a bad situation is to create a worse one. Consume all debuffs and end them for the round. Lose 10 Health. Gain Immunity to debuffs for one round. Flip one of the debuffs consumed onto the enemy. Scripter, Apep(1 Madness), Mawt, Ruh Rahip classes. Promotion Bronze. 2 AP cost.

Written Word- Inscribe healing words into your allies armor. Grant the front row an absorption field that negates D20 damage. Once the damage cap is reached, heal the row for half the damage absorbed. Rahip Orkhon, Biblo Rahip, Seon Mi classes. Promotion Bronze. 2 AP cost.

Blood Tempest- Sacrifice half your Health. Grant 50 Health to all squad members. Remove any debuffs from yourself. Mawt, Apep classes. Promotion Bronze. 2 AP cost.

Projection- Project your spirit onto an ally. Grant your Strength, Evasion, Unitiative, Guard Rate to them. Gain Stunned next round. Seon Mi, Rahip Orkhon classes. Promotion Bronze. 1 AP cost.

Absorb- Absorb an allies buffs and debuffs. Gain 10 Guard Rate per debuff absorbed. Heal 10 for every buff absorbed. Khet Ankh, Scripter, Mawt(1 madness), Biblo Rahip classes. Promotion Bronze. 1 AP cost.

Conscription- Force an ally to attack a target or defend an ally when attacked. Grant them 20 Guard Rate and 20 Strength for one round. Scripter, Ruh Rahip, Rahip Orkhon classes. Promotion Bronze. 1 AP cost.

Concentration- Absorb one buff given to an ally and bestow 2 fold on another ally. Grant them 1 PP point. Mawt classes gain Bleed and give Heavy Bleed to one enemy for one round. Mawt, Biblo Rahip classes. Promotion Bronze. 1 AP cost.

Shadow Dance- Grant yourself 20 Evasion for 1 round. Target an enemy and inflict Blindness for 1 round. Scripter, Khet Ankh classes. Promotion Bronze. 1 AP cost.

Blood Prison- Target a row of enemies and inflict Bleed, -1PP, and -20 Initiative. Lose 10 health and gain Bleed for one turn. Khet Ankh classes. Promotion Bronze. 1 AP cost.



Blood Rose- Sacrifice your remaining PP to create a red rose. Throw that rose to the enemy team. Pick 2 opponents to lose PP equal to what you lost. Khet Ankh, Scripter classes. Promotion Bronze. 1 AP cost.

Living Weapon- Grant yourself 50 maximum health, 50 Evasion, 20 Initiative. Heal 40 health. Gain Indomitable. Activates only if 3 or more enemies have died. Khet Ankh, Apep(1 madness) classes. Promotion Bronze. 1 AP cost.



Passive Points(Sihir)

Two PP will be added at Tier 3.

Brandish- Before an ally attacks, grant them 5 Strength for the attack. Scepter equipped. Tier 1. 1 PP cost.

Enchantment- Before an enemy attacks, enchant them. Reduce their damage by half for the attack. Crystal Staff equipped. Tier 1. 1 PP cost.

Stitch- After an ally is attacked, heal them for 15 Health. Scepter equipped. Tier 1. 1 PP cost.

Horror- After an enemy is debuffed, double the effect for one round. Crystal Staff equipped. Tier 1. 1 PP cost.

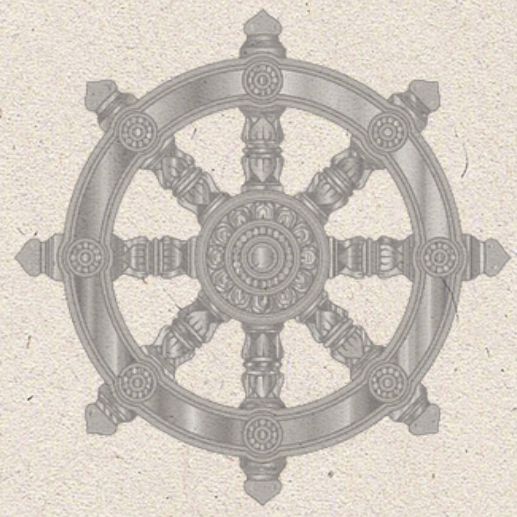
Entrenchment- When row is attacked, grant 20 Guard to your row for round. Scepter equipped. Tier 3. 1 PP cost.

Blood Right- Cover yourself in an allies blood before being attacked. They gain Bleed for one round. You gain 30 Guard and 10 health. Crystal Staff equipped. Tier 3. 1 PP cost.

Dominate- After the second ally attacks, grant Inspiration and 10 Strength to the next ally in the Initiative order for 1 round. Scepter equipped. Tier 3. 1 PP cost.

Bloodletting- After an ally loses 50 percent health, grant them Bleed for one round. Heal them back to full Health. Crystal Staff Equipped. Tier 3. 1 PP cost.

Forced March- When an enemy attacks, Provoke them onto an ally. Grant that ally 10 Guard Rate and 10 Evasion chance. Non Crystal Staff users. Tier 3. 1 PP cost.



Blood Curdle- After an ally inflicts Bleed on an opponent, curse them with -1PP. Crystal Staff. Tier 3. 2 PP cost.

Reign- When an ally critically attacks, grant them 10 Strength, Intimidation, and Inspiration. Seon Mi, Rahip Orkhon, Biblo Rahip classes. Promotion Silver. 1 PP cost.

Dance of the Rose- After an ally is attacked, cause Bleed to the attacker for one turn. Grant the ally 15 Health and Rage. Apep(1 Madness to you and ally), Khet Ankh, Scripter classes. Promotion Bronze. 1 PP cost.

Overcharge- Before using your active ability, empower it with your stored energy. Consume each buff you have adding a D20 for each buff. If active ability is a buff increase potency or duration by the amount of buffs consumed. If it's a debuff, increase duration or potency by each buff consumed. Khet Ankh, Seon Mi, Biblo Rahip classes. Promotion Bronze. 1 PP cost.

Deaths Embrace- If an enemy dies with a debuff, spread that debuff to the entire team for 2 rounds. Khet Ankh, Scripter classes. Promotion Bronze. 1 PP cost.

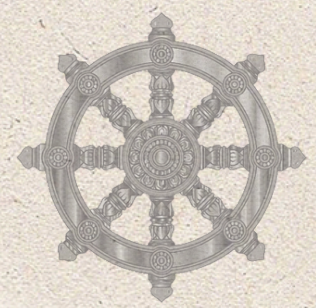
Together- Grant your team debuff Immunity and Regeneration for one round. Activates at the beginning of the match. Rahip Orkhon, Biblo Rahip classes. Promotion Bronze. 2 PP cost.

Blood Rights- Give your team Bleed and Madness for one round. Grant them Regeneration for 2 turns. Pick an ally to gain Rage. Pick an ally to gain Indomitable. Activates at the beginning of the match. Mawt, Apep classes. Promotion Bronze. 2 PP cost.

Lifeline- When allies are debuffed, absorb it to yourself. Reduce damage by half and duration to one turn. Activates at the beginning of the match. Khet Ankh, Biblo Rahip classes. Promotion Bronze. 1 PP cost.

Mirror- When an ally is debuffed, reflect that debuff onto the attacker. Grant 15 Initiative and 20 Guard Rate to ally attacked. Ruh Rahip, Scripter classes. Promotion Bronze. 1 PP cost.

Resurrection- Reduce your health down to 1. Give Bleed to an ally and an enemy for one round. Resurrect an ally that just fell in battle to half heath. Mawt classes. Promotion Bronze. 2PP cost.



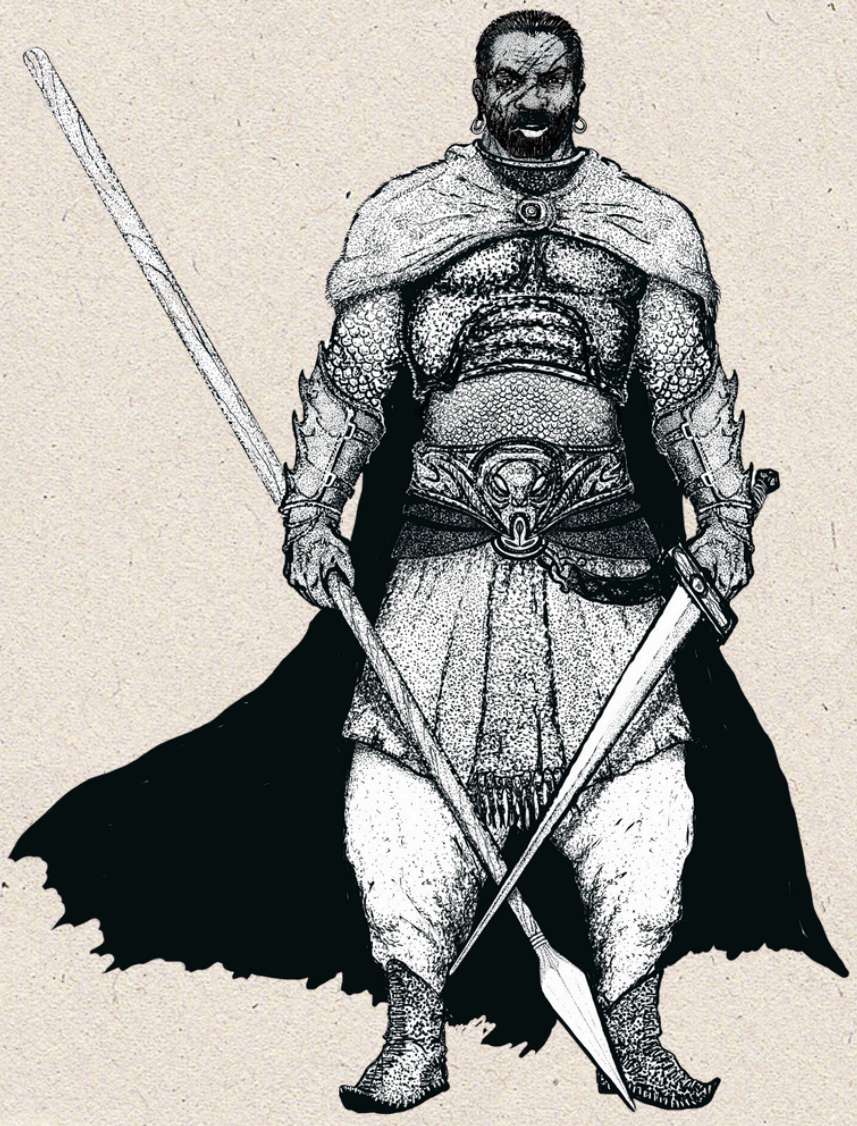
Old Words- When an ally reaches 20 percent health, activate the inscriptions on their armor. Grant them Regeneration , 20 Guard Rate, 20 Initiative, and 20 Evasion for 2 rounds. Rahip Orkhon classes. Promotion Silver. 1 PP cost.

Courage- When an ally attacks, speak power onto their weapon. Grant the attack Bleed. Grant 10 Strength and Intimidation for 1 round. Seon Mi, Biblo Rahip, Rahip Orkhon, Scripter classes. Promotion Silver. 1 PP cost.

Honor- When an ally is attacked, speak power onto their armor. Grant 15 Guard Rate and debuff immunity to allies row. Seon Mi, Biblo Rahip, Rahip Orkhon classes. Promotion Silver. 1 PP cost.

Tides of War- After an ally dies, grant 1 AP to all allies. Ruh Rahip classes. Promotion Silver. 1 PP cost.

Blood Tithe- When an opponent dies, all opponents gain Bleed for 2 turns. Allies gain 15 Initiative. Khet Ankh, Apep classes. Promotion Silver. 1 PP cost.



Character Sheet

All characters have a base stat of 10 for Strength, Evasion Rate, Initiative, and Guard Rate. Bonuses from equipment class, and campaign settings will be added to obtain your final stats. Every level up, you will add 3 points to Strength and Health Points. Upon reaching Promotion Bronze, you will gain a class upon bonus according to the promotion chosen.

Soldier- Soldiers gain a bonus to strength at Promotion Bronze allowing them to deal more base damage. To calculate bonus, take their strength and add 10 percent. For example; If a soldiers strength is 60, their strength will be 66.

Knight- Knights gain a bonus at Promotion Bronze to Health. Their Health is equal to their Strength plus 10 percent. Example; If a knight has 60 strength, their health will be 66.

Scavenger- Scavengers gain a large bonus to Initiative at Promotion Bronze allowing them to debuff foes earlier. Add 10 percent of their current initiative to their total.

Commander- Commander classes are the most well rounded and respond to all aspects of battle. Pick a 5 percent bonus to two of the following; Health, Initiative, or Strength.

Hospitaler- Hospitaler classes provide the most support buffs and a variety of debuffs. Pick a squad member to give a 5 percent to all stats.

Strength- Strength measures the amount of weapons, artifacts, and armor you can wear and still do damage.

Health Points-The amount of health you have before collapsing. Take your base Strength and divide it in half to get your Health stat. You also gain a bonus to Health due to your class with Knight being the highest. If a character is healed past their starting health, they are overhealed, and keep whatever Health Points granted to them.

Evasion Rate- This is the percentage chance you have to dodge an attack.

Guard Rate- This is the percentage chance you have to guard against an attack.

Initiative- Determines when a character can use AP.

Willpower- All characters have one Willpower until Promotion Silver where they gain an additional point. Using a Willpower point can; Reduce debuffs to you by one turn, increase your buffs and debuffs, ignore fatal damage, or Gain 1 PP while below 20 health.



Open World Campaign Gameplay

Campaign is a narrative adventure where the player's role plays as a Commander in a small or large army, or in a troupe of adventures. Start anywhere in one of our region maps and work with your Author to determine campaign goals. This setting is separate from PvP War mode.

Campaigns will start with Supreme Commander creation. This is your character that you will use to interact with Mythrall and respond to Encounters with. Then, you will build your first squad. This will be based on the background you choose for your Supreme Commander. You will start with 3 if the same faction background as your Supreme Commander. The player will choose the other 2 characters to round our your squad. A typical squad has 5 characters in it. The Supreme Commanders squad has 5 plus the Supreme Commander giving it 6 characters.

Campaigns will be narrated by the Author and player alike. The Author narrates a scenario from which the players can react to and also do their own narration. Players are limited to narrating their own armies/Commander actions and are not allowed to force other player characters to act against their own will. If a player pushes the narrative in a way that does act in accordance to the world, the Author may veto that narrative choice.

When the Author sets the narrative and turns it over to the players, every player will have a chance to affect the narrative with their own narration of their Supreme Commanders. Once the last player has their input, the narrative is turned back over to the Author to continue writing the story.

When a player is trying to perform an action outside of combat, the Author must determine if it is reasonable for that character to perform that action. If not, the Author must go over the explanation with the player so everyone is in alignment.
In the instance the Author or a player starts an Encounter, the Author must take into consideration advantages and disadvantages. For example, if a battle Encounter starts while the players or an NPC is in mud, then there should be an Initiative debuff. Understand terrain advantages for range units like height advantage. It is up to the Author to determine what those advantages entails.

The game will be run on a map. The Author will lay out objectives for the players to reach. The Author does not need to share all objective points with the players. The players can move their army in any trajectory until they reach an objective point by the Author. Authors are encouraged to have multiple options per objective to make-



sure the balance is kept during the campaign. The system used is per objective, have 3 possible encounter choices. Use a D6 die to determine the severity of the Encounter. Also, take into account the players' actions and narrative choice to affect the outcome.

Players must travel from their base to their destination, whether it be a scenario or just a meeting with another faction. Authors are encouraged to set Encounters along the way.

With sea travel, different cultures created unique solutions to the hazardous open waters of Mythrall. Because of the Magni Islands, travel through the Calm Sea from Sinjin to Isvan is nearly impossible. Because of this, Sinjin natives have to face the massive whirlpools of the West Ocean. Arduous testing led to the creation of Taisha, giant lumbering ships capable of carrying thousands of people.
Jaruth, having no genuine need of seafarers, created small Knarr, sailboats used to transport cargo through their small waterways.
Isvan natives, facing a similar situation to Sinjin, created the Belyana, massive warships that could house an entire war camp. The Kymnp inherited this design from the former Empire of Ramses, adding palaces and fire breath openings.
Without the proper ship, traveling by sea is impossible and can halt entire campaigns. Authors must work together with their players to determine a way to procure these ships as they are some of the most expensive projects in Mythrall.

Scenarios are specific historic maps such as 'Assault on Ramses'. On these maps, the Author can run army vs army or an objective style gameplay as described above. Players can deploy a maximum of three squads at the beginning of the Scenario that they traveled with. During the Scenario, a possible way to recover health is to set a fortified camp after capturing much of the map or retreating. Authors are encouraged to gift Lira, items, relics, artifacts, and people after a successful Scenario. If a player fails, you may inflict a permanent debuff, such as loss of relations, retaliation, and losing characters.

Combat should always start with rolling Initiative. Take into account all bonuses to Initiative before allowing the first character to make their action. Players may hold on to any AP or PP and skip their action unless otherwise determined by an ability. Authors are to keep up with the Initiative of both parties. Players are to keep track of all their bonuses and conditions while playing.

With Flanking, where another squad is within 5 cm of the squad initiating combat, the squad flanking can grant a bonus to their ally squad or debuff the enemy, depending on the majority of characters in that squad.



Flanking squad bonus:

- Majority soldier class- Grant guaranteed critical of every attack for the attacking squad for the first round. Roll 1-15 on the D20 to activate this bonus.
- Majority Knights class- Grant all attacking allies 30 Guard Rate. Roll 1-15 on the D20 to activate.
- Majority Hospitaler class- Grant Regeneration to all attacking allies. Roll 1-15 on the D20 to activate.
- Majority Commander- Grant all attacking allies 20 Strength. Roll 1-15 on the D20 to activate.

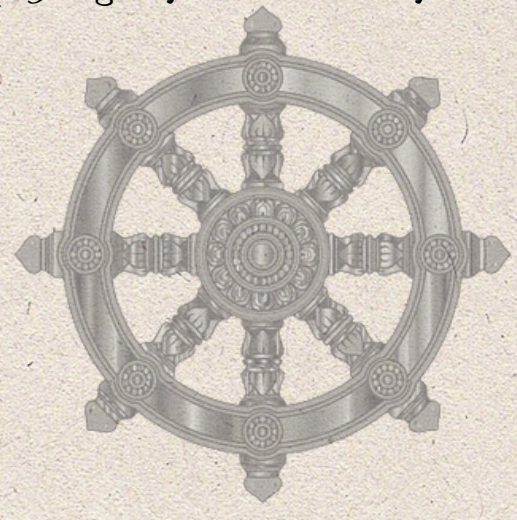
If one squad has not died in the battle Encounter, then whichever party with the most Health Points wins. After the winner is determined, the remainder of the losing squad surrenders to that winning squad.

Encounters can simply be a situation in which a player must make a decision. If the outcome of the situation is favorable to the player, then experience can be granted. If the outcome is unfavorable to the player, negative status can be attributed, such as reputation. Reputation can affect how NPC factions approach the next Encounter.

The Author must decide how much experience is given and when squads promote. Characters do not level up individually. When a character dies in a squad, it needs to be replaced by a character in the players' character pool. Characters in the player pool gain levels even if they are not combatants. Character pools for each squad are limited to 3 characters. The Author must decide how many squads a player can bring with them on a campaign.

After an Encounter, players gain all abilities and points back except Willpower. They also lose all status effects that happened during the Encounter. Players do not gain their Health back automatically after the Encounter. The Author may determine how Health is regained. The Author may also determine the item drops from the battle based on the equipment the enemies were wearing.

During the campaign, the Author must decide what artifacts, items, characters, bonuses, advantages, and disadvantages or lack thereof that the players gain for the duration of the campaign. The Author is encouraged to homebrew the game based on:



Mythrall lore and world-building or rely on future Encounter scenarios released by The World of Mythrall.

The World of Mythrall has a digital map on display on our website and social media outlets that you can access to start your campaign.
Set up a base on a certain continent. This base will be the start of your campaign. On that base, you can access various amenities. Depending on the area in which the base is stationed, you will have 3 Encounters based on the nature of the people, environment, and culture there. This also helps to determine the amount of Lira, the universal currency of Mythrall, you start with. Will you have traders set up in your base that you can buy equipment from? Will slave traders see you as someone who's a safe patron? Are Divers flocking to your service for a chance at treasure? It is up to the Author to determine the proper base advantages and disadvantages throughout the campaign.

A base can be anything based on the objective of the player to start the campaign. Inside this base, you will have a barracks where you keep your squads. An army can have max of 6 squads only 3 squads can travel out to objectives. Next, you have a granary for storing food. This food will turn into rations when you camp. The amount of rations needed to refill health is based on the Author's directive. In order to procure food, you will need to send a squad out to hunt, mine, or procure rations from a merchant. Sending a squad for any procurement mission takes one day. Authors set the Lira pricing for merchant goods. Players also need to build barracks, fortifications, merchant quarters, commanders' palace, food stores, armory, dungeon, watchtower, and chapel. It is up to the Author to determine how much materials are needed for buildings.

Authors and players need to decide what their objective will be for the day based on their end goals. You can earn Lira in a variety of ways. Send a squad on merchant escort missions, have a local faction contact you for work, complete known bounties, sell excess equipment, or raid a local town. Players will need to keep track of days spent as the Author moves the story along. Spending too much time doing smaller missions could cause a number of negative effects that the Author needs to set.

From your base, you can manage the day-to-day operations. This includes buying and selling goods, hiring a team of Divers, managing squad missions, securing diplomatic relations, securing materials, and item crafting. Materials can be procured from a nearby mountain or forest by sending a squad. Most armaments only need wood and iron to complete. Certain weapons and items will need special materials to complete.



Example base starts include:

- Being set up as regent of a town by a local faction.
- Setting up a bandit camp on the map.
- Build a fortress to provide for your army.
- Create an order for Divers.
- Bring the Rahip Order back to power.
- Starting as a Jaruth Warlord and building your Kingdom.

Example campaigns include:

- World Unification.
- Continent Unification.
- Empire defense or Invasion.
- Town Sacking.
- Dungeon delve for Divers.
- Mercenary company management.
- Journey into the Forgotten Lands.
- General of an already established faction.



Artifacts, Relics, Cultural Climate, Special Materials, Notable Characters

Sinjin- Upper Sinjin is dominated by The Republic of Sinjin. They were the first people to unite after Parcalanma, kicking the vile Manyeo out of their lands to what's known now as Netet. The Republic has built a culture of peace, tranquility, and mindfulness through the act of violence. They value martial prowess and philosophy from all walks of life. They build coliseums, next to temples that are under the cover of Ginkgo trees. Now they send their forces to the border to once again quell the Manyeo of Netet from stealing their children while also defending against Magni raiders to the east.

Notable Characters

Dginn Nin- Renowned and retired Diver. Most known for smuggling artifacts from dungeons to Scripters.

Sweshik- Current Emperor of The Republic of Sinjin, elected by the people to represent their interests. He spends most of his time keeping the Bucheo sect in check.

Sangje- Current Overseer of the Bucheo sect. Through tranquil mindfulness, he keeps the Sudosas in check.

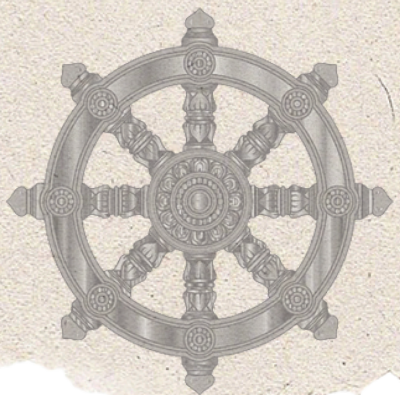
Nadgarishin- Current Diviner of the Coliseums and Sudosa. She spends most of their time keeping the Emperor in check and defending the people.

Netel Pascalal- Current Jisa over the fortress city of Lo Gu. A powerful Kun Seunim in his own right and staunch defender of the border. He carries the sacred relic of Hernin.

Saren Nin- Champion of the Coliseums, she holds the hearts of The Republic in her scar torched hands.

Jiah The Kami- Once Bohoja champion of the border, now a disgraced roamer. He still attracts a small band of faithful to his company.

Eunja- Hermit of the Kami tree. It is said that those who make the perilous trek to the base of the Kami tree are blessed by the Hermit.



Artifacts:

Statue of Deva- Unearthed by Diver Velis Erengon, this statue emits a golden light. It is said that the one who possesses this idol feels immeasurable bliss. Characters in possession gain +60 to Evasion and can use abilities while under Rage. They also gain Indomitable and Inspiration for the entire match. 1PP bonus. Item.

Jade Dash of Kim- This artifact was found under the base of the Kami. Made of an unknown material, it seems to stretch forever. Characters in possession of this Artifact grant the ability to Heavy Guard for their entire squad and +2PP to their row. Item

Relics

Deva Crown- Worn by the first emperor during the conquest of the new world, the holder of this crown bears the weight of an entire Republic. +20 to Strength and Evasion Rate. Item.

Blade of the Jaded Spirit- From a time when Sinjin wielded weapons, first coliseum champion Matriarch dominated with this solid jade weapon. +15 to Strength. +15 to Evasion. Shortsword. One handed.

Robe of Hernin- First Diviner Hernin was gifted this robe by the artisans of Sinjin to commemorate the defeat of the Rane scourge. Intricate green, orange, and yellow patterns show the craftsmanship of Sinjin. +20 to Evasion and +10 to Initiative. Grants Indomitable to start the match for one round. Armor.

Callous Scroll- A scroll written by Callous during the rebellion of Lo Gu. The text contains criticisms of piety, social, and politics of the Sinjin state. Characters who have this relic equipped gains Indomitable for the entire match. Item.

Hermits Broach- This broach depicts the Hermit tending to the Kami tree. The owner of this broach feels the calmness of stillness. When the character wearing this broach is attacked, the assailant gains Heavy Bleed for one round. Item.

Special Materials:

Rane Hide- Hide harvested from the dangerous Rane. A giant creature that camouflages itself amongst the trees to ambush its prey. Few people survive their encounter with the Rane and fewer have seen one in person. Their fur blends them in with the environment around the Kami tree. With infinite space to swing between the trees, defensive coordination is nearly impossible. When used to craft armor, this material grants Stealth and 50 percent Piercing resistance. 100 Lira for one hide. Counts as extra material.

Pinkerchin Hide- Hide harvested from the mischievous Pinkerchin. These nomadic animals hide changes with the seasons. Standing on four legs, with a chest low to the ground, these are some of the oldest being in Mythrall. They enjoy playing pranks on humans and can be quite vicious. When used to craft armor, this material grants the ability Reputation for 1PP. 65 Lira for one hide.

Djin sand- Sand harvested from the dunes of Sinjin. Only area in Mythrall where you can find pure clear crystals. Harvesting comes with a cost, however. Remnant species of the old world still roam these dunes. Corpions, the natives call it. Notable for their nearly invisible exterior, coupled with their likeness to scorpions. Only in the morning sun can you notice their red entrails. When used to craft armor, this material has a 50 percent chance on the D20 to cause its attacker Blindness. 115 Lira for one.

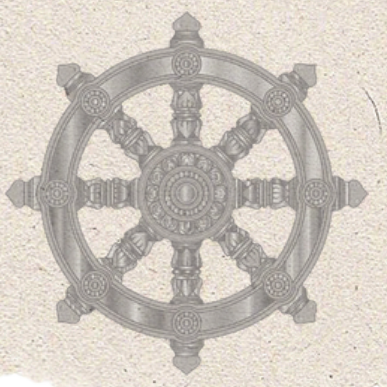
Flower Acid- Harvested from the spitting Guro plant found on the southern border, this flower spits acid at nearby insects and small rodents. Known for similarity to its cousin, many people have had horrible burns when foraging. The overlapping blue petals form into a narrow cylinder, building for when prey walks by. The easiest way to identify them is the numerous dead insects near their stem. When used to craft weapons, this material reduces healing by 100 percent for one round. 60 Lira for one.

Netet- Lower Sinjins is home to the studious Netetens. Their culture, steeped in mysticism and sacrifice, dates back to The Ancient Lady. Knowledge carries more weight than Lira here. Those who have little are servants, forced to obey the will of Heka. Netet has built their ancient cities on the back of captured slaves and those whose mind lack the ability to comprehend the flow of Sihir. Netet, brought to her knees by food shortages, raids by Ziggorroth, and the war of attrition against The Republic, now turns to the dark secrets of the old world to bring calamity to her enemies.

Notable Characters

Nerlah Khet- High Pharah of Netet, she rules over all Heka in her throne city of Netet proper. She is also the first Pharah to serve as Ra, Priestess of the cult of Ra.

Hordance- The infamous Vizier of Farah. A powerful military.



Amin Keyon- Mythralls leading writer on the history of culture. He is known to be a zealous believer in the Heka power structure. He is also the head Lector of the Per-Ankh college.

Amin Gutra- The stalwart Vizier of the fortress city Pharos. Tasked with ending incursions from Ziggorroth, defending the border, and stopping escaped slaves, she serves her Pharah with fervor.

Nassim- Newly appointed Ferik of the Tolkep fortress. After her superiors' failure to capture Northern Jaruth, she is tasked with renewing the campaign.

Sunah- A dangerous Apep most known for driving back Jiah at the border and then sweeping the rebellion at Imadi.

Artifacts

Eye of Ra- Unearthed 1000 years ago, during the golden age, an invisible force field holds this "eye" in the center of a chain. To activate the eye, the user must sacrifice their blood onto it as penance. When a character activates this item, a row of enemies gain three debuffs of the users choosing. The users gain one of those debuffs and Fatigue for the rest of the match. Grant's 2AP bonus. Item.

Vial of the Lady- The last blood sample of The Ancient Lady. The rumored key ingredient for the creation of Heka. Those who consume this item gain Blood Armor for 1 AP and Blood Rights for 1 PP. Grants 2PP bonus and immunity to Bleed. Item.

Smiling Aegis- Unearthed by Duley and Dupley in the ruins of Jaruth's old kingdom, this shield now lies in the Per-Ankh college. This large circle shield is inlaid with purple amethyst and the image of a laughing creature. When activated, this shield releases a sinister laugh. All enemies that hear this laugh gain Fatigue and Madness for the rest of the battle. 2AP to activate. +20 to Guard. Circle Shield.

Revealing Scroll- Written on augmented Camphor paper, an unknown Scripter sold this scroll to the Per-Ankh college. When opened the words inscribed on the scroll shine a brilliant golden light. While the origins and language used are unknown, patrons of the college believe this scroll is the secret to Sihir. When a character reads this scroll, they are bathed in golden light. +60 to Evasion. Evasion Rate can not be lowered. Enemies who attack this character gain Blindness for one round. Allies of this character have a 50 percent chance on the D20 to gain Blindness on their turn. Item.

Heirloom of Jaruth- Collected during the raid on Jaruth, this amethyst skull has the letters LT inlaid with Camphor on its forehead. This relic seems to dull the senses of all who lay eyes upon it. Characters that have this item equipped have their senses dulled. They can no longer be affected by Provoke, Blindness, Fatigue, and Rage. Allies near this character have a 50 percent chance on the D20 to gain 1 stack of Madness. When this character attacks with a melee attack, the target gains Madness for 2 rounds. Item.

Relics

Staff of The Ancient Lady- This single most important relic in Mythrall is guarded heavily by each Pharah. This ancient staff was recovered from the Blood Mountains after a clash with the Xtet tribe, now headed by Ziggorroth. Made of Camphor wood and intertwining branches, it radiates a mystical lost power. Grants +3AP and +3PP. Allies of the character holding this staff gain immunity to bleed. Crystal Staff.

Special Materials

Pinkerchin Hide- Hide harvested from the mischievous Pinkerchin. These nomadic animals hide changes with the seasons. When used to craft armor, this material grants the ability Reputation for 1PP. 65 Lira for one.

Red Mythrall- Harvesting this rare and unique material comes at an exorbitant price. Mining companies often have to hire protection to even get near the Blood Mountains. When added to weapons, this material grants the armament the ability to inflict Bleed for one round and Vulnerable for the rest of the match. 160 Lira for one.

Imadi's Awakening- A flower that blooms under the moonlight once every four years during the Long Spring. This flower opens, exposing its inner petals with bright yellow, green, purple, and red. This flower is a key ingredient in Mang, a powerful hallucinogen. When combined with armor, this material grants Inspiration, Intimidation, and Vulnerable to the user for the entire match. 300 Lira for one.

Lapis Legacy- Thought to be the remains of a primordial deity, these deep blue stones are mined at the direct expense of the Pharah. Only the highest of Heka use these for their staff, as they believe it allows them to communicate with spirits. When used to craft weapons or armor, this material grants the ability Honor for 0PP for the first round of the match. +1PP. 300 Lira for one.

Xtet- A dangerous zealot tribe that reigned terror upon Sinjin even before Parcalanma. Ziggoroth, the new head of this tribe, has led many incursions into Netet for unknown reasons. He has re-established control over the Blood Mountains even-

overcoming its inhospitable nature. Most curious about them is that their skin is as red as the mountains themselves. Lectors believe it is from long exposure to the mountain's atmosphere, which is hard to stay in for long. Because of this, Ziggoroths hit-and-run tactics have devastated any attempts to control the Blood Mountains by Netet.

Magni- Raiding and pillaging, they arrive in a cold mist that envelops the land of Sinjin. These mysterious entities have never been fully identified, but their carnage is evident. Appearing as a gigantic shadow, several humans tall, angular, and wielding massive weapons, there are rumors of their mist reaching as far as Isvan. Their motivations are foreign to human thought as surely a power such as there's could conquer all of Mythrall.

Jaruth- The war and industry minded Jaruthians have a long complicated history within its own borders. Once a united threat to all of Mythrall during the Golden Age, those glorious days were wiped away by Deus Vouthons' quill and internal political struggles. Now broken into petty principalities, they face infrequent raids from Netet to their ancestral throne city, Gabrial. Most of western Jaruth constantly war over Gabrial forcing the city to change hands multiple times. Eastern Jaruth is split between Prince Renalia of Liniorn, Earnalf of Ordane, and Humphen of Frankia. Believing that one of these princes will unite the old empire once again, these territories receive an ever-growing population. Known for being the center of trade during the Golden Age, many factions hope to keep the war going and profit from it.

Notable Characters

Prince Gabrial- The current warlord occupying the Jaruthian throne city Gabrial. He has recently renamed himself Gabrial, God King Emperor, Servant of the Martyr over Jaruth and all other factions are traitors to the throne.

Mord Everbright- A new prince rising through the ranks in the Jaruthian swamp lands. He's defeated Renalia and Earnalf during a province struggle, crushing both at the same time carving a new home for himself.

Prince Renalia- After the death of Solo the Ru Blight, Renalia quickly gained control of Liniorn, swiftly defeating all other generals for the throne. He's known for his dueling prowess, quickly dispatching other Norkel riders with his heavy lance. There are rumors he plans to march directly to Gabrial.

Prince Earnalf- The young, cunning prince of Ordaninces or Ordane for short. Following in his mother's footsteps, he constantly schemes to conquer his neighboring-



provinces. Known for his ingenuity, he's able to hold his borders against the two larger principalities.

Prince Humphen- By far the oldest prince in Jaruth, he has garnered much respect in the realm. Unlike the other princes, he does not dream of unification. Rather, he seeks to carve out a comfortable life for his citizens free from constant war.

Dollio Riverwalk- A prosperous Milieu known for his toll control over the rivers in northern Jaruth. He has funded multiple events throughout Jaruth for nobles and even provides protection.

Lord Martyr Geza- The head of the Martyr temple, she receives tribute from those who follow the Martyrdom faith. The temple, located in southern Jaruth, regularly receives pilgrims and refugees displaced by war.

Likeness Raven- The current head of the Ravenguard. She seeks to rebuild their reputation to something resembling respect, as the company has fallen into disrepair. Losing their holdings after the failed unification, they're just a roaming relic of the past.

Artifacts

Spirim- A glowing blue orb that spins endlessly in a bronze-like material. The orb pulses like a heartbeat, mystifying all in its vicinity. Found during the conquest of Ur, the people of the Ru fought desperately to keep this from Valdonna's hands. When activated, the bronze-like material explodes while the orb stays suspended in the air. The orb releases a field that protects the user and its allies, preventing any damages, removing debuffs, and healing back up to full health for 1 round. The users receive Fatigue for the rest of the campaign. 3PP to activate. Item.

Velis Fortune- Found under the throne city Gabrial, Velis Erengon's name rose to providence, especially in Jaruth. This glimmering silver circlet is adorned with Camphor wood, amethyst, and jade. Last worn by Malkova, gifted general of Valdonna. When worn, this circlet grants Indomitable to all allies. When this character attacks, they steal all buffs from their target if the attack lands and redistributes them evenly in their row. Item.

Relics

The Martyrs Polehammer- Said to be the very Polehammer The First Martyr used during her conquest of Jaruth. Now held at the Martyr Temple, the Camphor wood has-

been fused with iron. Over time, the faint golden hew has diminished. The lectors in Netet *blame the fools who bonded the hammer with iron. Only the* Supreme Commander *can wield this weapon. When equipped, enemies of the* Commander *gain* Vulnerable. *Your squad also gains* Intimidation. Blunt Weapon. +30 *to* Strength.

The Martyrs Standard- *Held high through the reconquest wars, this banner is preserved in the* Martyrs *temple for the next true monarch of* Jaruth *to claim. This banner is made of* Camphor wood *and* Bar *flesh adorned with ruby eyes. The colors of deep red and yellow are a constant reminder of the old kingdom. Allies of the character who holds this relic gain* Inspiration *for the entire match. Grants* 1PP *to the user.* Pike. +25 *to* Strength.

Frowning Aegis- *Used to subjugate southern* Jaruth *during the reconquest by* Luminous Darklo, Valdonnas *favored general. Forged to honor* The Smiling Aegis, *this bronze circle shield has rubies embedded around a frowning creature. Known more for its curse of death to all who wield it, those who equip the shield must accept their grizzly fate. Enemies in the row in front of the character equipping this shield gain* Fear *for the first round. This* Character *gains* Indomitable *for the first* 2 *rounds of the match.* Circle Shield. +20 *to* Guard Rate.

Agathas Reign- *The first queen of* Jaruth *in the second age head is displayed in a ruby case. Held at the* Martyr *temple, even the warlords dare not fight in her presence. Armies that possess this relic gain the* Fever *ability. This ability affects all members of this army.* Item.

Chalice of Avram- *Celebrated as a revolutionary of northern* Jaruth *during the reconquest wars,* Avram *defended his home to his last breath. His faithful rushed to preserve his body and belongings. The only item to survive to this day is his ruby and gold chalice made from* Camphor wood. *Characters who have this relic equipped gain* 50 *percent increased healing and* Inspiration *for the first* 2 *rounds.* Item.

Belleflicts Reliquary- A *ruby embedded gauntlet made from* Bar *hide, this relic is home to* Belleflict Firstborn's *severed hand. Known for his guiding hand to three generations of wise kings, the* Martyr *temple deemed it wise to keep his hand for future generations. When combined with armor, this relic grants* 10 Guard Rate, 1 *additional* Willpower, *and immunity to debuffs for* 2 *rounds.* Item.

Preserved Everbloom- It *is said that once this flower blooms, it never closes. Grown in the rich swampland in eastern* Jaruth, *these orange, red, and green flowers have a bright yellow pistol surrounded by petals. This relic was three times the normal size of-*

normal Everbloom. *Sitting over an entire river, this flower was taken to the* Queen *and now is a national treasure held in* Gabrial. *The army that owns this relic gains the ability* Perspective *for the first two rounds of combat.* Item.

Special Materials

Bar Hide- *Stocky, short, four-legged beast with rock like hide. In the cracks of their hide, sanguine flowers grow. These beasts use their tusk to brutalize threats. When used to craft armor, this material grants* 40 Guard Rate *and resistance to slashing damage.* 50 Lira *for one.*

Bar Tusk- *When used to craft weapons, this material applies* Bleed *for one round to its target if the attack lands.* 50 Lira *for one.*

Condensed Ruby- *These small and dense rubies are a unique aspect of* Jaruthian *mining. During the golden age, these rubies could be found in most items across* Mythrall. *When used to craft weapons, this material grants* 1 additional Willpower. 100 Lira *for one.*

Fer Incassable- *This metal is a specialty and shining example of* Jaruthian craftsmanship. *Even with constant warfare, the secrets to casting this metal remain* Jaruthian. *Used to create weapons and armor with immeasurable value. This metal rarely bends and never cracks. The forge must be able to harness the heat of lightning to forge with this metal. When bonded to armor, this material grants* 30 Guard Rate, +20 Strength *and* 50 *percent* Slashing *resistance to the user. When bonded to a weapon, this material grants* +20 *to* Strength *to the user and causes* Heavy Bleed *to targets when the user lands an attack for* 3 *turns.* 500 Lira *for one.*

Ru Forest- *The once industries and bountiful* Republic, *is now reduced to multiple territorial alliances pursuing their own interests. After they closed their borders to the world with the natural defenses of the* Ru Forest, *infighting exploded. Although all out war didn't occur, each* Tribe *is exerting pressure on its borders and cutting off regional resources. Now, with the* Crystal *geyser erupting for the first time in the new world, central tribes are relinquishing their control on their outer borders for the chance of controlling this rare resource. Many of the border tribes grow in strength because of their mutual alliances to defend the* Ru *from invaders. When the disastrous state of the* Ru Forest *diplomacy is uncovered, how long will the natives be able to hold their ancestral land?*

Notable Characters



Mavar - Current Tribalman over the Kin Tribe. He's a dangerous Sajakil that cut his teeth against Humphen of Liniorn incursions. Respected amongst his tribe, he strives to make a uniformed offensive front against Jaruth soon.

Ixchella- Famous for cunning and devastating relationship with her brother Mavar, their combined efforts have kept Jaruthian warlords in check. Because of her growing power over the western front city of Xicoto, many believe she is next in line for the Council Lord chair.

Yalmil- Current Council Lord over the provinces of Ru residing in the inner sanctum Mallok. He solves disputes between tribes that would otherwise devolve into war. If a tribe were to attack, he has the authority to enact Atlatl. When this law is active, 5 tribes chosen by the Council Lord must mount an offense against a certain target.

Illiac- The Province Lord over the crystal geysers, he now finds himself under pressure from surrounding Tribes over this sudden resource. Unequipped for prolonged civil war, he desperately reaches out for new alliances.

Pakal- First in line to receive the Council Lord chair after Yalmil death. Many have gathered behind his banner after his numerous crushing defeats of the Holy Imperiya of Kymnp. On the eastern front, many of the Pakals alliances ultimately bend the knee to him during times of military crisis, leading many to speculate if he will reinstate the old republic.

Vordine Moonglow- Self proclaimed Vouthon, currently traveling through the Ru Forest. He is serving as counselor to the current Council Lord, using him to educate about what has changed in the outside world.

Valala Moonglow- The sister of Vordine and currently training to be the next High Fletcher of Mallok, which has been a point of contention. If this comes to pass, she will be the first outsider to gain Kin status and Fletcher status.

Artifacts

Song of the Locust- A script believed to belong to The Wandering God of the Ru people. As the myth goes, this being was cast out of their tribe and their name cut from history. Branded with a cursed bone mask crafted from Chaluah skull, it wandered through Mythrall charting humanities advancements seemingly until Parçalanma. When the Supreme Commander reads this script, they may reveal any tier Secret and use it in their campaign. This may only be used once in each campaign. Item.

Maravilla Pakal- Found in the largest dungeon cavern in Mythrall by Diver Velis Erengon, this shield is a cherished symbol of Ru Power. When the forest is truly threatened, a hero is chosen to dawn the shield, bow, and club. While this shield is equipped, the user gains immunity to Poison and Bleed. Before every character's turn, the user can cast Provoke for free on any character they choose. Enemies gain Heavy Bleed if they attack provoked characters. Allies apply Heavy Bleed if they attack a provoked enemy. Circle Shield. +20 To Guard Rate.

Relics

Itzus Feather- The first Council Lord united all of Ru with the power of Brujeria, transformation Sihir. This power is now passed to the modern day Beastmasters who form a natural bond with animals. Today, his feather is home to the Chika Chika temple in the inner sanctum. When this relic is equipped to a character, the character gains +1 to Willpower and 20 to Evasion Rate. When an attack against this character is successfully evaded, they gain +10 to Evasion Rate for one round. Item.

Sculpture of Itzu- This small sculpture shows half of Itzus transformed side and half of his human side battling for control. Lost at the end of the Golden Age, the Ru People have sent countless expeditions into their many caverns to recover the relic leading many to be skeptical of its existence. While in possession of this Relic, your army gains +1 AP while under 50 percent health. Item.

Bow of O- This bow belonged to a cut named, a wanderer who helped build the relationship between Ru and Ramses. Now that she no longer needs her bow, it resides at Chika Chika. The uniqueness of its black wood and Quetzal feathered ornaments always draws a few rogues trying to procure it. This Longbow adds 30 to Strength and causes Bleed to any character it damages for 2 rounds.

Molinillo Chalice- Housed in the many old world tribes in the mountains, these chalices are host to a significant religious experience in which leaders will drink poison from it every year. If there are more survivors than deaths, it means that The Wandering God is closer to returning. If there are more deaths than survivors, The Wandering God deems them untrustworthy to return. When a character drinks this Chalice, they have a 50 percent chance on the D20 of death. If they survive, they gain +2 Willpower and the buff Perspective permanently. Item.

Special Materials

Textutll Hide- Hide taken from one of the most dangerous creatures in the Ru. These giant ambush creatures slither into trees or glide in water, waiting for their next meal.



When cornered, they emit a bright light, causing blindness to their pursuers. When used to craft armor, this material grants 50 percent damage reduction to Blunt weapons. 225 Lira for one.

Sihir Crystal- A 'pure' crystal from the Ru geysers is a highly sought after component for Heka and Rahip. These crystals are said to hold and concentrate Sihir, though this theory isn't confirmed. When this material is used to craft a Scepter or Staff, that weapon increases its buff and debuff duration by 2 turns. 450 Lira for one.

Camphor Wood- Found in abundance around Ru, these giant trees are nearly as high as the sky. Known for its hardiness, resilience, and being a core component in artifacts, the rest of Mythrall covet this rare resource. When used to craft weapons, the weapon counts as Blunt and Slashing. This material also grants 20 Guard to the weapon. When used to craft armor, this material grants +20 Strength and +35 Guard Rate. 400 Lira for one.

Baalam Hide- This spotted, four-legged creature is a ferocious predator the Ru people hunt as a rite of passage. Oftentimes, you can tell a new warrior by the tanned Baalam headdress they were in battle. When used to craft armor, this material grants 20 Evasion Rate and Fever for the first round of combat. 150 Lira.

Estuco- A secret ingredient created by Ru craftsmen in the Old World now is the base for all Ru buildings. Still one of the few items Scripters can get their hands on and they're selling it at an incredibly high rate. When used to build or upgrade in base, this material grants all units in base +10 Strength and +10 to Evasion Rate. 115 Lira for one.

Obsidian- One of the most infamous materials in Mythrall can now only be found in abundance in the Ru Forest. Once a valued treasure to the Blight Mattias Raven, now remains just a large part of Ru weaponry. Only a special Scripter can smuggle this into the hands of greedy warlords. When used to craft weapons, this material grants a 50 percent chance on the D20 to cause Bleed when landing an attack. This material also extends debuff duration on the target when landing an attack by one turn. 200 Lira for one.

Wauke- This resilient cloth has saved many Guerrero from death's clutch. This strong material has been refined by Ru craftsmen and is still traded outside the Ru Forest. When used to craft armor, this material grants +20 Evasion Rate and provides 50 percent damage reduction from slashing attacks. 75 Lira for one.



Hoary Hide- This giant, leathery, flying creature bares its fangs even at the Textutll. Even though they're herbivores, they're known to attack travelers unknowingly traveling through their territory, especially at night. When used to forge armor, this material grants 50 resistance to piercing and Poison. 150 Lira for one.

Maquech Bark- This giant insect is known for its powerful shield on its back, shrugging off Baalam fangs with ease. Most travelers mistake it as a rock because of its incredible slow walking speed. When used to forge a shield, this material grants 50 percent slashing and piercing resistance. 50 Lira for one.

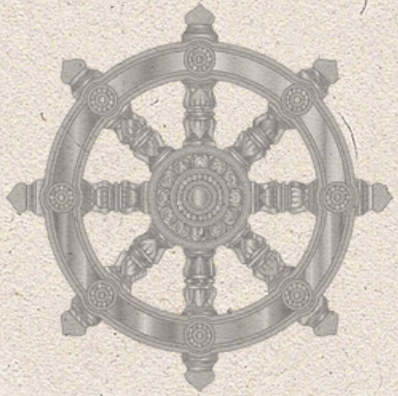
Ru Mountainkin- The outer reaches of the eastern Ru Forest is home to the ancestral Ru people. These kin carved a home for themselves in the safer outer regions of the forest in the old world. Still partaking in ancient Ru customs, they're all but aliens to the modernized Ru. Still practicing human sacrifice with the belief that you can extract Sihir from their bones, such ideology has been banned in the forest. Still kin, however, the Ru Forest will protect their ancestral kinsman with zeal.

Ramses City-State- The once glorious empire has now been reduced to a single city. You wouldn't know it by how proudly the citizens display their patronage. They're aware of their storied past and aspire to continue their traditions. Because of their Golden Veins, mining is a core component of their wealth and a source of recent anguish. Many empires conspire to bring Ramses territory under its banner. One of which is at their gate, Kymnp. The Holy Imperiya of Kymnp is the largest amongst many empires, striving to bring Ramses to ruin and harvest their Veins for themselves. Ramses is no old ikoko waiting to be put down and these would be empires will learn this soon.

Notable People

Onyeka Ikoko- The current Statesman of Ramses. He is the head of the Spiritual Council voted in by his peers. Responsible for education direction, architecture, and final veto power, he strives to bring continued prosperity to Ramses.

Olodumare Ekun- The current Priestess and trained from birth to lead Ramses down the divine path. She heads the 6 Golden God's mosque which have been influenced by the Rahip priest in more recent years. Despite this fact, the belief, doctrine, traditions of the mosque are still heeled due to her zealous efforts.



Nakimi Kinniun- The sword that slices the darkness and reveals the light. Nakimi led the defensive assault against The Holy Imperiya of Kymnp. Now a celebrated hero, he's established the new standard for aspiring Oba.

Apata Inaki- The head miner and leading contractor in Ramses. He facilitates trade outside of Ramses for most products, especially their precious Golden Ore and slaves.

Zolo Efon- Head of the scout regime that patrols and manages villages outside Ramses. During the Assault on Ramses, Zolo organized village militias to slow down the invasion long enough for Nakimi to mount a counteroffensive.

Artifacts

Pot of Emptiness- Brought from an unknown land during the First Malik's conquest, this pot consumes anything that is dumped into it. Later, Malik's used this pot to execute prisoners of war due to the lack of waste it left. Very efficient. Supreme Commanders who own this pot may roll a D20 each round of combat to try to force an enemy into the Pot of Emptiness. Players must roll 1-10 to activate the ability. After the ability is used, the player must sacrifice an item or be consumed themselves. Item.

Hassan Medallion- During the first migration, the founder of Ramses and father to the first Malik, found this medallion hovering in the golden lake. This medallion seems to be made of Ramses specific gold with a ruby eye in the middle, the iris made from obsidian. Passed down as an heirloom to each Malik, it is the definitive proof of Ramses divine right to Mythrall. The character who has this artifact equipped can use the ability Tides of War for free. Ramses characters in army gain Inspiration and Fever permanently while this artifact remains in possession. Item.

Relics

Malik's Ida- This sword belonged to the first Malik of Ramses. Fashioned from Ramses Gold, the old world rahips blessed it with Camphor Sihir inscriptions. The wielder of this relic can use Courage for free once per round. Shortsword. +20 to Strength. Slashing damage.

Galla's Shawl- During the first Malik's expansion conquest, this shawl was blessed by Caria, Ilahi of the Rahip order. Made from Alari silk, Camphor wood, and lined with Ramses Gold, it is said a sword couldn't even scratch it. Reverently held at the Golden God's mosque, only in crisis can it be dawned. Characters who have this Relic equipped gain 50 percent damage reduction to all weapon attacks. Item.



Gondo's Gauntlets- Forged by the famous blacksmith Anasi, these gauntlets were known to cause great gusts of wind with a single punch. Created with Ramses Gold and inlaid with several jewels, Gondo was a sight to behold on the battlefield. Characters who have this equipped gain an extra 40 Strength when using the Strike ability. Item.

Gmami's Shield- Widely recognized as the first golden shield and the beginning of a long standing tradition of giving proven Ramses warriors golden shields, upgrading from bronze and silver. This shield has a likeness of Gmami face sealed onto it, made from Camphor. The shield itself is forged from Ramses Gold by Anasi. Characters who have this shield equipped gain 10 health every time they Guard. When this character Guards another character, that character gains Inspiration for one round. Circle Shield. +20 to Guard Rate.

Ganda's Carapace- A gift from the Rahip Order during its most powerful period, this armor was forged from the Yimi Betle shell and Camphor wood. Ganda charged in battle against man and beast all the same and remained unscathed. Characters who have this relic equipped gain Intimidation permanently. +30 to Strength. +15 to Guard Rate. +15 to Health. Scale Mail Armor.

Gjannis Helm- After the conquest of Jaruth, small amounts of Fer Incassable were used to craft this storied helm. Given to the only God still left without a gift, Gjannis used this relic just in time for the Succession Wars. Characters with this relic equipped can cast Provoke once per round for free. This character cannot be affected by Blindness. Item.

Special Materials:

Ramses Gold- The Golden Veins that sustains the city of shimmering gold. This Gold Ore resides in the Veins that struck the lands of Ramses like lightning. Building their old kingdom around it, they started to forge into mighty weapons, armor, and statues. Malleable like wet silk, sturdy as Camphor, and hardy like Fer Incassable, Ramses conquest could not be contained. Over time, the Ramses' people's hair turned gold and their eyes white. The lectors of Netet believe there's concentrated power within the gold. When this material is used to forge armor or weapons, this material grants +10 Evasion Rate, +15 Strength, +15 Guard Rate, +15 Health, and +1 Willpower. 400 Lira for one.

Pure Iron- Ore collected and sorted from the local mountain, is said to be the purest iron in Mythrall. The ingenious ironworkers of Ramses can even create sculptures that resemble paintings from even the smallest scrap of ore. Apparently Ramses Gold and slaves aren't all they're good for. When this material is used to forge-

armor and shields, it gains an additional +20 Guard Rate. When used to forge weapons, this material grants +20 to Strength. 60 Lira for one.

Alari silk- A natural blood red silk spun from the Alari worm. The Ramses people then weave this into cotton to create a beautiful resistant material for the elements. It's even used as skirts and accents for their armor. When used to craft into armor, this material grants 50 percent damage reduction to slashing and Bleed. 30 Lira for one.

Terbium ore- A highly conductive ore the Ramses people used to create alchemical wonders. During the tour into Ru, Gjannis defeated an entire platoon by throwing condensed terbium in the water, causing it to electrify all within the vicinity. When used to create weapons, this material grants Vulnerable to all opponents hit with this weapon for 2 rounds. 175 Lira for one.

Europium ore- Multiple wars couldn't account for the death toll of this malicious ore. Mining it is Ramses' biggest challenge and danger, though Kymnp may disagree with that sentiment. Luckily for Ramses, most of their miners are slaves, so the poison vapors, the ore emits when accidentally split, are no longer a concern for the citizens. When this material is used to forge weapons, this grants Poison to all characters hit by this weapon for 3 rounds. 200 Lira for one.

Ikoko Hide- This fierce four-legged beast is the apex predator of Isvan and revered for its power. Often hunting in packs at night, if you hear the howl and look towards the mountain, you may catch a glance of the black and white spotted fur gleaming in the moonlight. When this material is used to forge armor, it grants 50 percent Slashing resistance and Intimidation for the first 2 rounds of combat. 120 Lira for one.

Howling ore- This ore is extracted from a creature of the old world. Driven deep within Mythrall after Parcalanma, these seemingly hollow creature resembling owlings walk upright with large black eyes. Because of the lack of iris, many people mistakenly believe they're blind. Because of the deafening squawk they release, many unaware divers incapacitated leading to Ramses being one of these most dangerous excursions in Mythrall. When used to forge armor, this material grants 50 percent Piercing and 100 percent Slashing resistance. This material also grants -20 Strength, -20 Evasion, -20 Initiative, +50 to Guard Rate, +15 to Health Points. Replaces metal in crafting. 400 Lira for one.

The Rahip Order- The only faction in existence that was founded in the old world, The Rahip Order is highly respected and venerated. Despite this, their order numbers are in heavy decline. Because of the numerous wars in Mythrall and their-

extremely demanding doctrine, they haven't replaced Rahips faster than their death toll. Still, they march ever forth towards the cliff of their ideals.

Notable People

Yaghmaei the Apostate- Throughout his life, Yaghmaei built a reputation for his dogmatic belief, eventually steering The Rahip Order towards wars that followed their beliefs. He stalled the inevitable demise of the order by loaning out experienced Rahips, garnering a new reputation as fierce healers. Now, his mind betrays him. Half of the order has sided with the new leadership of Ismail.

Ismail the Chancellor- Ismail returned from the Assault on Ramses to see his beloved order in disrepair. Rahips lightly following doctrine, recruits lied to about the perils ahead, and the Ilahi, Yaghmaei, letting honorless vagabonds into the grand halls letting unworthy vagabonds into the halls. During his rant of righteous fury, many of the Rahips that believed in the old ways sided with him, creating a new faction within the order.

Hamat of Tugrul- The Vouthon seeking shelter in the order's hallowed halls. Despite leaving the order 15 years ago to travel Mythrall, Yaghmaei, much to the disgust of the more seasoned Rahips, welcomed him back with open arms. Upon Ismail's return, he tried to cast Hamat out, leading to a cold stalemate between the factions. Hamat, sticking true to the Vouthonian script, did not pick a side, instead somehow becoming the mediator between the two.

Relics

Rahip Script- 'From sky to sky, my hands heal. From land to land, my feet travel. From body to body, my heart yearns. And from ear to ear, my lips proclaim.' Such is the mantra the Rahips whisper in the darkest time. Taken from their holy doctrine, written by The Artificer God, most Rahips believe it should be followed to the last letter. Characters who have this script can activate it once per battle. Once activated, scripture is written on all allies' armor granting them +20 to Guard Rate, 20 Health Points, and +10 Evasion Rate for 1 Round. Health Points are reverted back after the round is over. Can be activated like a PP ability. Item.

The One Scepter- The scepter created to unify and pacify other gods during the end of Parcalanma. Now stored within a secret vault of the Rahip order, it radiates a mysterious power. Made from solid gold and inlaid with several lapis and rubies crystals, it has several intricate wooden patterns made from Camphor. Characters that have this relic equipped gain one stack of madness each round. Characters can use the-



abilities Overcharge, Mirror, and Together for free one time per battle. Rahips in your squad gain +1 Willpower. Scepter.

Special Materials

Yimi Betle Shell- This species of Betle is a large four-legged insect with a hard blood red exoskeleton. Many of these animals indicate healthy local ecosystems to the Rahip huntsman. When used to forge armor, this material reduces Strength loss by 50 percent from weapons and armor. Replaces metal components. 200 Lira for one.

False Ramses Gold- A small amount of Ramses Gold mixed with silver. Yaghmaei created this technique to generate a substantial income for the order. Far less sturdy and valuable than true Ramses Gold, it provides an incredible benefit when bonded to armaments. When this material is used to forge weapons, this material grants +15 additional strength. When used to forge armor and shields, this material grants +20 to Strength and +15 Guard Rate. 400 Lira for one.

Howling Angora Hide-These 4 legged horned animals have become a stable in Isvan diets. No longer considered wild, Isvan natives have domesticated them mostly for their black-and-white striped fur pelt. When this material is used to forge armor, it grants 50 percent damage reduction to Blunt damage. 100 Lira for one.

Roaming Ayi Hide- This apex predator can take on a pack of Ikoko and almost live to tell the tale. Large four-legged beasts that prefer to stand on their hind legs they swipe at their prey with long, devastating claws. Their slick fur allows them to glide through water easily. Standing 2 humans high, they're still difficult to spot if they're hidden. When used to forge armor, this material grants 50 percent damage reduction to Slashing and Blunt damage. It also grants 15 Guard Rate and the ability Stealth once per match. 250 Lira for one.

Laughing Sirtlan Hide- The mini Ikoko is the moniker the Isvan people have named them. Low to the ground with shaggy fur that resembles lighting strikes, their coordination resembles a trained army. At night, their howl is reminiscent of returned souls from the soul plane. Ferocious in their pursuit, they wait for an opportunity after you've exhausted your energy or mentality. When used to forge armor, it grants the user Intimidation for the first round of combat and then Vulnerable for the second round. 50 Lira for one.

Imperiya of Kymnp- Dogmatic in their approach of salvation, the Kymnp are obsessed with converting Mythrall to them or bending them to their will.



Technically serving the same God as the Rahips, many would argue their reasons have become perverted over time. Also blamed for the fall of the Golden Age under the current Tsar, the old Imperiya started to isolate itself, the military becoming far more fanatic in pursuit. Under the guise of religion, they've also stolen many precious artifacts and have funded the large majority of Diver campaigns recently. Kymnp has suffered defeats recently at the hands of Ramses and the Ru people.



Major Events

These are the major events of the current state of Mythrall. Authors can design their campaigns around these events or use the consequences of these events to affect their own campaigns.

Mord Everbright carves out a city of his own during the conflict romance of the three princes by defeating Earnalf and Renalia while distracted fighting each other. His objectives are unknown, but this recent development has shaken the powers that be. Naming his city Anastasia after his beloved cousin, Jaruthians sick of war, are flocking to join the new Savior of Jaruth. Some pilgrims speak of a mysterious power witnessed during the battle, earning Mord the title, Everbright.

A newly formed entrance to the famous Labyrinth of Ru has a new generation of Divers flocking to gain riches unseen since the Golden Age. Rumors speak of a new troupe of Divers sent straight from the Kymnp treasury and, with their guards in route, infringing on international border law. Other powers believe this will ignite another war between Ru and Kymnp forces, with the possibility of Ru invading Kymnp this time. Due to the discovery of pure crystal geysers, Ru may have the firepower to do significant damage, however, their leadership is questionable, and their cohesion is constantly eroding during these dark times.

The newly minted Prince Gabrial has captured the ancient Jaruthian throne city of Gabrial. Considered a powerful fool, he has shown more fortitude than the other western warlords. While capturing the throne city is not a new accomplishment, holding it is. Surviving wave after wave of western warlords and even a Neteten platoon, Prince Gabrial may enjoy a real claim to the crown.

The Ramses City-State and The Rahip Order are on the cusp of refiring the old covenant treaties. If this comes to pass, Ramses will secure sovereignty over all Rahip mercenaries. The joining of the two powers could turn the tide against Kymnp by creating a bottleneck of land between the two forces. Because of the current power struggle of Rahip leadership, Ramses is focused on securing their own borders and building new techniques to counter the dominant Kymnp Loshad.

The Holy Imperiya of Kymnp is emptying the armory for an expedition into the untamed northern lands of Isvan. Combined forces of troupes, mercenary-



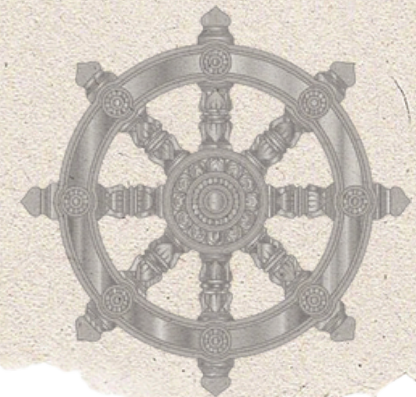
bands, Divers, and elite Kymnp troops are traveling to the castle to meet the Tsar for briefing. The promise of an artifact from the horde is too much to ignore. Many nations see this as a diplomatic opportunity to secure artifacts that should be rightly theirs.

Ziggorroth the Red Zealot has captured the old rebuilding city of Imadi, establishing a tentative foothold in Neteten lands. This action has completely disrupted Netet domestic navigation, subsequently halting their harvesting of Sinjin natives to work their fields. Netet isn't taking this lying down, however, seizing this opportunity to cull the red scourge from Mythrall for good. Nerlah Khet has called for Pharos to cut off supply chains from beyond the mountain to pincer Ziggorroth in.

The Magni launched a coordinated attack against Sinjin, Xtet, and Netet, causing several casualties. Their boldness comes at a cost, however, with Lectors capturing a small sample of Magni mist. This mist seems to point in one direction, no matter where the cylinder is turned.

The untamed lands of Isvan are giving rise to a powerful chieftain that's uniting the roaming bands. This base is being built in the sand dunes, three cities distance away from Kymnp. The striking distance of an unknown enemy is putting the old Imperiya on edge. Many of the deserters unhappy with the Tsar's suppressive reign have defected to this camp.

Jiah The Kami has created a buzz about the Magni's most recent attack. The Republic's defensive capabilities have been scrutinized by multiple powers for a long time now, but Joah carries more weight with the people. Agyee winning her last battle, Saren Nin spoke in agreement with Jiah, setting Pjark Seong ablaze and nearly inciting a rebellion. There's a new rising faction threatening to fracture the republic and stating they could protect the people better than the current governance.



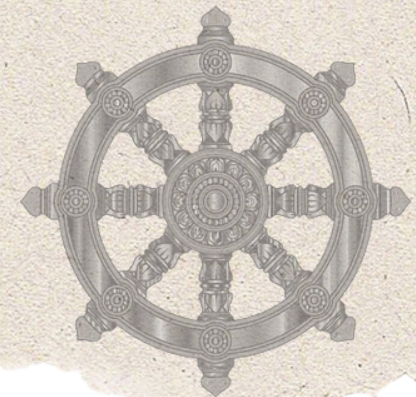
Divers Adventure Campaign

Divers are obsessed with Lira, treasure, and places to spend it on. During this campaign, you will manage a team of Divers as they explore The World of Mythrall. Will you be a contractor, thrall of a warlord, vassal of a lord, or a wandering band of misfits? That is the least of your worries compared to the horror that awaits you in the dungeons. Gather a troupe of adventurers and downtrodden to explore Mythrall. There are many areas of weak Mythrall that give way to undiscovered areas and untouched dungeons with treasures ripe for the picking!

The Diver campaign plays much of like the campaign proper, just on a smaller scale fighting monsters in dungeons, adventuring, and discovering new treasures. Your Supreme Commander plays the exact same way. The fundamental change is base building and squad management. The player is limited to one squad of six members, including the Supreme Commander. The Diver squad must also must contain at least 3 Diver characters. The base is most similar to an encampment as Divers rather live in the city next to nobles and employers.

During travel, Divers are considered neutral and even beneficial to most parties. Raids are inevitable because of the thought Divers carry valuable treasures. The player may hire a mercenary party to for protection only while traveling.

Divers often fight horrid creatures in the dungeons of Mythrall and survive against hostile elements. Rations and preparations are essential to survival as a Diver. Rations are consumed at 2 rations per squad member a day while in the dungeons. You will also need camping supplies such as makeshift tents, kindling, makeshift beds, and packs for treasure. These items can be bought by a merchant for a cheap price or found in the wild.



Common Encounter Types

Encounter is a game based on encounters, war, and diplomacy. These are a non-exhaustive list to help you build your encounter set. When setting up an encounter for players, always have a sliding scale of difficulty to naturally balance out the game as an Author. The system we use is a 3 part scale using a D6. 1-2 low difficulty encounter, 3-4 medium difficulty encounter, 5-6 High Difficulty. Because of the nature of encounters, the Author must determine what difficulty means for the Encounter.

Main Encounter Types:

Random Resource Encounter- These are encounters players come across usually while traveling where resources used to upgrade their base and armaments can be found. These encounters usually result in raw materials for the player's army.

Treasure Encounter- These encounters result in some sort of treasure for the players. The Author will determine the rarity of the item. This can be a regular shield or a powerful known/unknown relic.

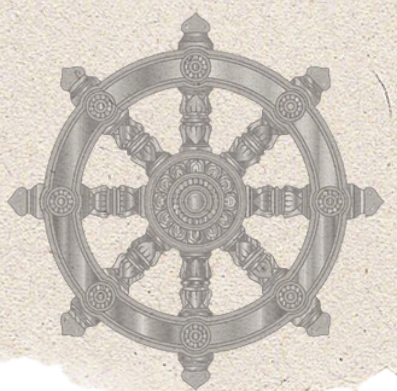
Trap Encounter- These encounters usually happen in Diver campaigns where the player is led into a dangerous situation via monsters or enemies. Sometimes this means the player is being flanked by multiple combatants.

Battle Encounter- These are encounters where the player has no other choice but to battle. Battle encounters can come from the player choosing to antagonize neutral or aggressive parties, raids by brigands, opportunistic entities, and breakdowns in diplomatic relationships.

Sihir Encounter- These are encounters in which the player comes across the mysterious old world power of Sihir. This can come with numerous positive or negative results. There are characters in Mythrall with knowledge on the subject.

Diplomacy Encounter- These encounters allow the player to interact with entities that wish to build some sort of relationship with the player. This comes in the way of favor, patronage, servitude, and much more.

Employment Encounter- These encounters serve to entice the player into following bread crumbs. An NPC or recruitable characters can give an objective to the player with a reward after finishing the task.



Event Encounter- These encounters are special moments that can change the landscape of Mythrall within your campaign. New rises to power, invasions, technological/Sihir advancements usually serve to cause an event.

Environment Encounter- These encounters usually happen on Diver campaigns and when traveling. Players can run into environments with dangerous impacts such as the sandstorms of Sinjin, burrowing worms of the Ru, and the horrid howls of the Ramses Ikoko.

Example Encounters:

Divers under the players patronage submitting findings that could help the campaign.
Capturing traveling Divers under another's patronage.
Raids by hostile forces on players' bases.
Gifts from a nearby power.
Dark pacts being made by cultists.
Preaching of traveling Vouthons.
Approaching a hermit of Sihir.
Diplomatic alliance of a local leader.
Roaming bands of thieves disrupting trade.
Escort mission from local lords.



Glossary

Intimidation-Buff- Affected characters gain 30 percent Evasion Rate against damaged enemies.

Indomitable-Buff-Affected characters cannot be stunned or be moved from their position. They gain 50 percent increased healing.

Inspiration-Buff- Affected characters have a 50 percent chance of gaining 1 AP.

Perspective-Buff- Affected characters take 50 percent less damage from enemies with debuffs.

Bleed-Debuff- Affected characters are damaged on their next turn by D20 damage.

Heavy Bleed-Debuff- Affected characters are damaged on their next turn by 2D20 damage.

Madness-Debuff- Madness slowly tears the veil between the natural and spirit realms. Once a character accrues 4 stacks of Madness, their abilities hit their closest allies and enemy target.

Poison-Debuff- Affected characters are damaged on their next turn by D20 damage and suffer 50 percent reduced healing.

Blindness-Debuff- Affected characters miss their opponents with their next attack.

Provoke-Debuff- Affected characters are forced to attack with a 1 AP attack if applicable to the character provoking.

Fatigue-Debuff- Affected characters deal half damage.

Fear-Debuff- Affected characters have their debuffs duration increased for another round.

Vulnerable-Debuff- Affected character takes another D20 for damage on debuff this turn.



Rage-Buff- Affected characters gain 10 Strength. They can only use 1AP abilities while this buff remains active. They also end any debuff effect when Rage is acquired.

Stealth-Buff- Affected characters gain the ability Swift for free for 1 round.

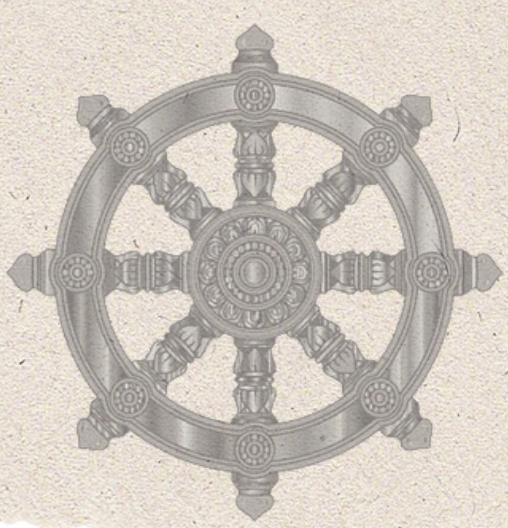
Fever-Buff- Affected characters gain 5 Strength for every 5 points of health they lose. Characters that heavy guard an attack regenerate 20 health points after the attack. Characters who use Provoke grant heavy guard to their row for one turn.

Services of the King-Buff- Affected characters Guard Rate cannot be reduced while they're under 20 percent health.

Sihir- Ancient and mostly lost magics of Mythrall. Most texts about the subject are held in the Order of Netet.

Lira- Common currency across Mythrall.

Parcalanma- The sundering of Sihir from Mythrall and the spirit realm.



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