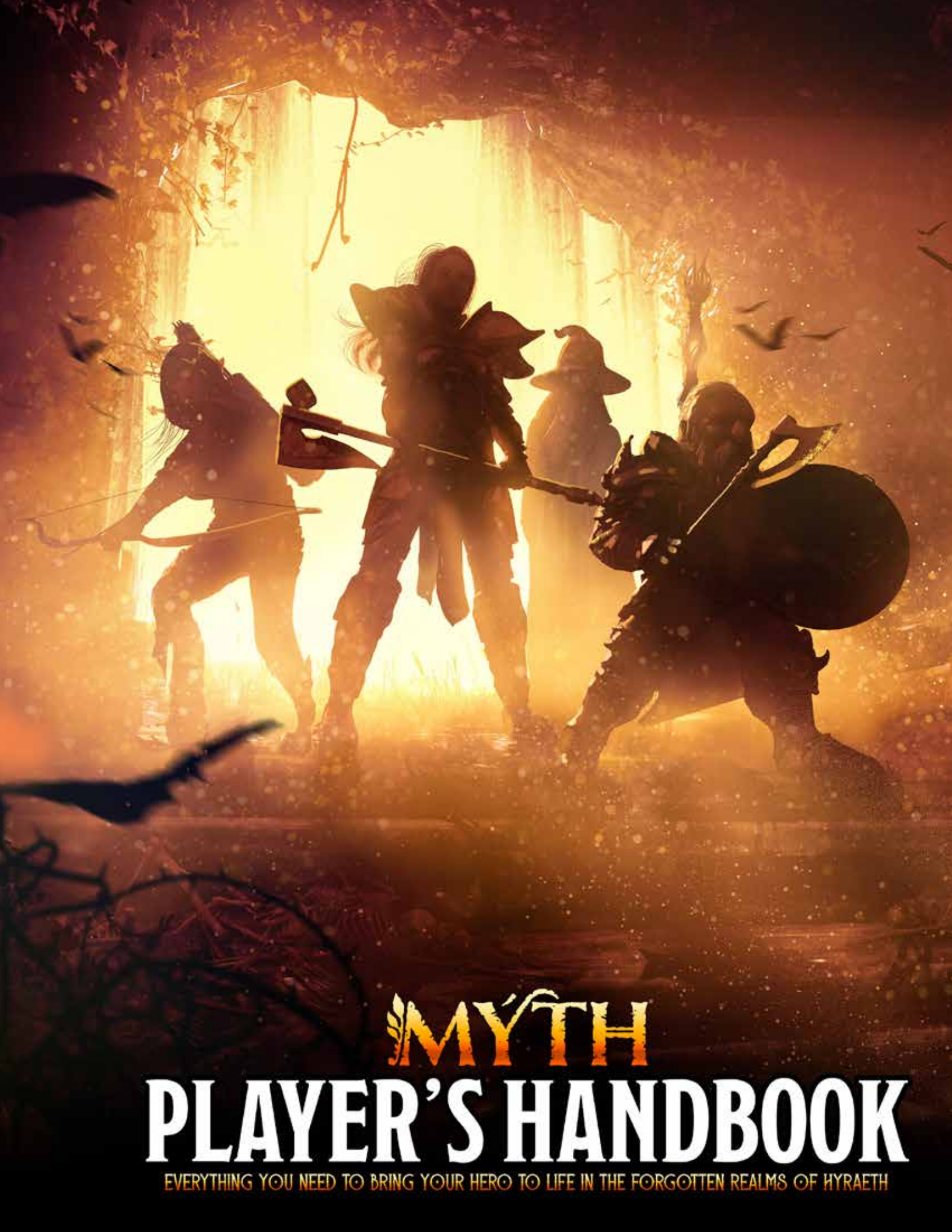


MYTH

PLAYER'S HANDBOOK

EVERYTHING YOU NEED TO BRING YOUR HERO TO LIFE IN THE FORGOTTEN REALMS OF HYRAETH



MYTH LIVE FANTASY ROLEPLAYING

PLAYER'S HANDBOOK

VERSION 2.1





THE JOURNEY TO MYTH

Welcome to Myth, a journey born from years of vision, dedication, and a love for immersive storytelling. We created Myth to modernize live-action roleplaying by reconnecting with the simplicity and community-centered roots that defined early tabletop roleplaying games. Our goal was to forge a game that would not only entertain but bring people together in a way that transcends the game itself.

Over the last decade, we've crafted Myth as a unifying force, a place where camaraderie, inclusiveness, and safety are woven into every experience. We strive to create a world where everyone feels like they belong—where veteran players mentor new members, and everyone shares in the journey. Here, you're part of something bigger, something that extends beyond the story and into real-life connections.

Myth was inspired by our youth, long before we knew about live roleplaying. Those early adventures in the woods, imagining new worlds and brave quests, planted the seeds for what would one day become Myth. We dreamed of a place where friends could come together to explore, support one another, and share in the excitement of cooperative play.

Our hope is that Myth will continue to grow, bringing together people with similar passions who understand the value of a positive, supportive community. We aim to create a place where people know each other's names, where each other's story matters, and where friendships forged in-game extend into the real world.

WELCOME TO MYTH, FRIEND—YOUR STORY BEGINS HERE.

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A special thank you to everyone who has journeyed with us since the beginning. Your unwavering support has been the heartbeat of our shared adventures, and we can't express our gratitude enough. As the echoes of your deeds echo through time, may the embellished tales of your triumphs become the Myth of tomorrow.

Dennis Archambault, Matthew Adams, Yaisha Andino, Alexandra Adara, Heather Blais, Joseph Bunn, Jesse Bourbeau, Gerry Chartier, Christopher Caisse, Michael Dias, Tim Dzurilla, Eric Fair, Star Fal'Connell, Michael Orifice, Adam Rowe, Sara Rowe, Kyle Rice, Easton Ronalter, Andrew McCoy, Louis Mozzochi Jr., Matthew LeBlanc, Tamlyn Miller, Ivy McHenry, Guiseppe Martino, Madeleine Mattson, Matthew Lubomirksi, Jennifer Ericson, Jaclyn Goss, Edward Granville, Justin Haas, Dylan Hanniford, Will Hunter, Edward Jobes, Michael Porto, Geoffrey Pritchard, Rachel Prue, Justin Rivera, Michael Yelle, Mija Yelle, Louis Orifice, Molly Seely, Chris Standring, Eric Stephenson, Timothy Conklin, Garrett Colberg, Christopher Croft, Elizabeth McGoldrick, Evan DeCaprio, Ryan Willis.

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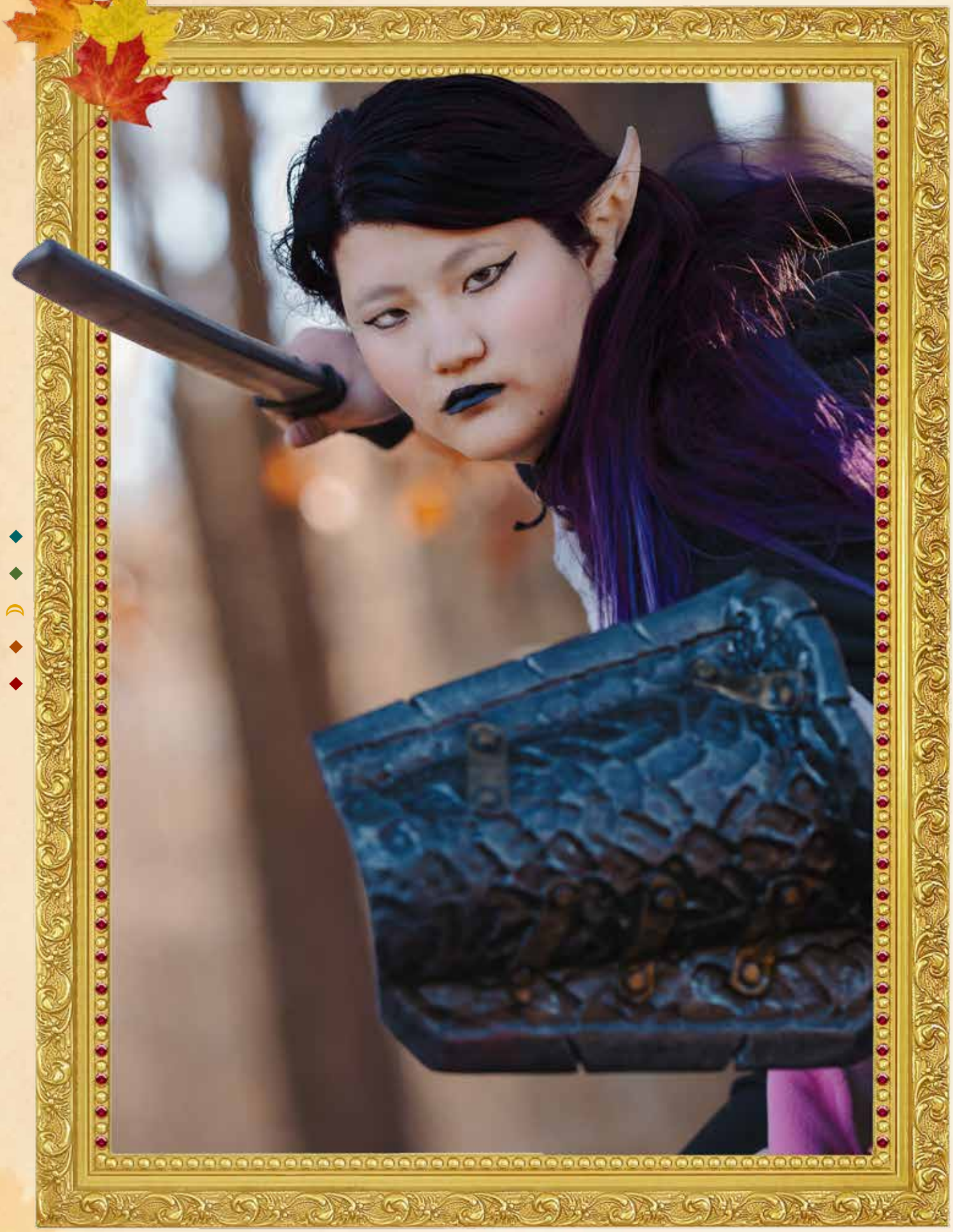
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• INTRODUCTION •

WELCOME TO MYTH

Are you ready to begin your own epic journey? Myth isn't just a game—it's a live-action saga where you step into the role of a hero in the vast, mysterious realm of Hyraeth. Six weekends a year, a 275-acre camp transforms into a medieval world, alive with creatures, treasures, and endless adventure.

In Myth, every choice shapes your destiny. Will you charge into battle as a fearless warrior, blend secret concoctions as a cunning alchemist, slip unseen as a stealthy rogue, or wield the arcane as a master of magic? Your journey unfolds with each encounter, from thrilling combat with foam-forged weapons to unraveling complex puzzles. As you venture through ancient forests, discover hidden relics, and face off against formidable foes, your story will evolve in ways beyond your wildest imaginings.

A Hero's Legacy Begins Here

Every moment in Myth is part of a greater, ongoing campaign. With each return to Hyraeth, your character's potential grows. Skills sharpen, powers deepen, and the foes you face become even more legendary. From battling mythical beasts to uncovering ancient prophecies, each chapter brings new trials, and every victory brings you closer to legend.

But Myth is more than quests and combat—it's a community. Here, you'll strategize alongside allies by day and share tales of valor by the firelight at night. Friendships forged in Hyraeth run deep, carrying memories that outlast any single adventure.

HOW TO PLAY AND WHAT TO EXPECT

- **Learn the Art of Combat:** Battles in Myth are fast, fun, and unforgettable, fought with foam-crafted weapons and requiring deft teamwork. Fear not! Our seasoned community welcomes new adventurers with open arms. In the off-season, fight practices hone your skills, and each event begins with a Friday night workshop to introduce you to our combat system. Our rulebook covers the basics, and our veteran players and NPCs stand ready to guide you as you join the fray.
- **Evolve Your Character:** Every event in Myth builds your character, unlocking new abilities and paths forward. Will you master the secrets of the arcane, hone your weapon skills, or create your own unique blend of talents? Each event fuels your growth and enriches your story.
- **Dive into the Campaign:** Each weekend is a new chapter, and the world shifts with the choices you make. Quests evolve, creatures adapt, and unexpected twists await. With each event, Hyraeth's mysteries grow deeper, its rewards richer.
- **Become Part of the Myth Community:** Myth is a place where adventurers belong. Whether it's your first event or your hundredth, you'll find camaraderie, laughter, and a welcome seat at the tavern fire. In Hyraeth, the bonds you forge are as valuable as any treasure.

ANSWER THE CALL

A new chapter awaits. Will you answer the call and carve your legend in Hyraeth? Adventure beckons, and the path to glory is yours to claim. Are you ready?





• CHAPTER 1 •

PLAYING MYTH

In the world of Myth, both Players and Non-Player Characters (NPCs) are the lifeblood of the game. Players drive the story forward through their individual choices and heroic deeds, while NPCs breathe life into Hyraeth, creating challenges, supporting plotlines, and building opportunities for adventure. Each role offers a unique experience, and both are essential to making the world of Hyraeth feel real.

Whether you wish to step into the shoes of a legendary hero or shape the fate of others from behind the scenes, your choice impacts the kind of experience you'll have. Here's a breakdown to help you determine your best path.

PLAYER OR NPC?

To help you make an informed decision, let's explore what it means to participate as a Player or NPC. Each role has its own rewards, challenges, and expectations. Understanding these can guide you toward the path that best matches your interests, playstyle, and goals within Myth.

BEING A PLAYER

If you want to embody a single character who faces challenges, builds relationships, and leaves a lasting mark on Hyraeth, playing as a Player might be your ideal path.

WHAT PLAYERS DO:

- **Create Your Character:** As a Player, your character is your personal avatar. You'll build their backstory, choose skills, and watch them grow as they overcome challenges.
- **Live the Adventure:** Your character's journey intertwines with others, influencing the story and evolving plot with every decision.
- **Shape Your Legacy:** Over time, your character grows in power and influence. Your achievements will leave a lasting mark on Myth.

PROS OF BEING A PLAYER:

- **Immersive Experience:** Dive deeply into your character's story as the central figure in the action.
- **Character Progression:** Build your character's abilities and see them evolve event by event.
- **Community Building:** Develop connections with other Players and NPCs through your story.
- **Heroic Adventure:** Experience the thrill of playing a character whose choices impact the world.

CONS OF BEING A PLAYER:

- **Time Investment:** Building and maintaining a character takes effort and dedication.
- **Higher Stakes:** Your character's survival and growth rely on strategic decisions.
- **Participation Fee:** Players pay a fee to participate in the game, and the optional meal plan is an additional cost.

BEING AN NPC

For those who love variety and enjoy supporting an immersive game world, NPCing offers a broad range of experiences. NPCs play essential roles, from townsfolk to terrifying monsters, creating the world Players interact with.

WHAT NPCS DO:

- **Bring the World to Life:** NPCs embody various roles, enhancing the world's realism and depth.
- **Support the Story:** NPCs drive the plot by offering guidance, challenges, and critical information.
- **Experience Many Perspectives:** Instead of focusing on one character, NPCs play many roles, shaping the world of Myth from multiple angles.

PROS OF BEING AN NPC:

- **Versatile Roles:** Enjoy playing multiple characters, from allies to adversaries, and switching between unique roles.
- **Minimal Time Investment:** No need to build a character—focus solely on bringing the world to life.
- **Free to Participate:** NPCs play for free, with the option of free meal plans if registered by the early bird cutoff.
- **Creative Opportunities:** NPCs can become Plot Writers, creating adventures and influencing the game world.
- **Comfortable Accommodations:** NPCs can stay in an out-of-game-style tent or a heated community room.

CONS OF BEING AN NPC:

- **Limited Character Progression:** NPCs don't build a personal character but gain XP and can eventually transition to Player.
- **Quick Role Shifts:** Switching between characters quickly can be challenging but adds variety.
- **Secrets are Revealed:** NPCs have insider knowledge, which can lessen the mystery if they transition to Player.
- **Leveling is Restricted:** NPCs switching to Player can level up to level 8 if they have enough XP.

BEING A NARRATOR

For those who are passionate about crafting stories, developing complex quests, and designing worlds for others to explore, becoming a Narrator in Myth is a perfect fit. As a Narrator, you'll create the intricate story arcs, thrilling adventures, and compelling challenges that draw players into the world of Hyraeth. Narrators shape every twist, revelation, and dramatic moment that players encounter, guiding the narrative with their unique creative vision.

WHY NARRATING MIGHT BE RIGHT FOR YOU:

If you're the type of person who loves designing worlds, shaping epic tales, and then watching others explore and interact with your creations, the Narrator role might be your ideal path. Rather than playing a single character, you'll be crafting the broader canvas of Hyraeth, working behind the scenes to bring your stories to life through NPCs. Each role you create will be embodied by an NPC, allowing your plotlines to unfold dynamically and interactively.

This role is perfect for creative minds who enjoy collaborative storytelling and watching their plans take on new life through the actions of others. The adventures and mysteries you develop will influence the world of Myth, leaving a lasting impact on the players' journeys and making each event truly unforgettable.

PROS OF BEING A NARRATOR:

- **World-Building Freedom:** Let your imagination run wild as you create the landscapes, histories, and legends of Myth.
- **Collaborative Storytelling:** Work closely with NPCs to transform your ideas into engaging storylines, quests, and challenges.
- **Lasting Influence:** Every adventure you design will shape the players' experiences, leaving an enduring mark on the game's world.

WHICH ROLE IS RIGHT FOR YOU?

Whether you choose to be a Player, stepping into the spotlight as the hero of the story, or an NPC, shaping the world and creating the challenges behind the scenes, both roles are essential to the immersive experience that Myth offers. Each brings its own rewards and opportunities to impact the game. No matter your choice, it's important to read through this rulebook to fully understand the game's mechanics, rules, and how you can best contribute to the world of Myth.
So, what calls to you more—living the adventure firsthand as a Player, or weaving the narrative and guiding the story as an NPC? Either way, you'll play a vital role in creating the magic of Myth.

Let us know what you decide and we'll help guide you down the right path to get you where you want to be. We train NPCs and Plot Writers.

Playing Myth

Whether you're stepping into the world of Myth as a player or helping bring it to life as an NPC, it's essential to read this chapter thoroughly. Here, you'll find

the core rules and guidelines for gameplay, covering everything from combat and roleplaying to safety protocols. Mastering these fundamentals ensures a smooth and immersive experience for all, providing a solid foundation for adventures in Hyraeth, no matter your role.

AN ONGOING ADVENTURE

In Myth, the story is never static—it's an unfolding, campaign-style adventure spanning both a spring and fall season. Each event builds upon the last, creating an evolving world where your choices, actions, and achievements carry forward. Think of Myth as a grand saga with each event serving as a chapter in a continuous story.

While each weekend may feel like a self-contained adventure, it's part of a larger, ongoing narrative. Your character's journey doesn't end when the weekend does; instead, it's part of a dynamic world with recurring characters, persistent storylines, and evolving challenges that stretch across multiple seasons. This interconnected world means every choice you make contributes to the lasting legacy of Hyraeth, adding depth and excitement to every return.

SEASONS AND CAMPAIGNS

Myth's events are divided into two main seasons: spring and fall. Each season comprises multiple "Adventure Weekends" that are woven into a larger campaign narrative. Some storylines resolve within a single weekend, while others extend over multiple seasons, creating a rich, layered world that players grow with over time. This ongoing structure allows for deep character development and a world that changes in response to players' decisions.

In every season, you'll encounter epic battles, unravel ancient mysteries, and forge alliances, all while seeing how your actions shape the world around you.

ADDITIONAL COMMUNITY EVENTS

Myth's community events offer valuable opportunities to connect, prepare, and celebrate with fellow adventurers. These gatherings are a great way to stay engaged with the game even outside of adventure weekends, helping players and NPCs forge stronger bonds and enrich their experience.

- **Fight Practices:** Held at least once a month (weather permitting), these casual practices let you hone your combat skills and build camaraderie in a relaxed setting.
- **Larpbox:** One month before our first event each year, we gather at Larpbox, where players can inspect and purchase gear for the season ahead. Have any weapons you're interested in buying inspected for safety right on-site, so you know they're game-approved. You'll also find costuming, armor, shields, and accessories to prepare for the adventures to come.
- **Burgers & Blades:** A summer BBQ open to family, offering a way to share in the Myth community even for those who don't participate directly in the game.
- **Mythmas:** Our festive winter party in December marks the year's final gathering. It's a time to celebrate, share stories, and connect before new adventures begin in the coming season.

Beyond these events, we encourage players to host their own practices and meet-ups. Whether it's a casual sparring session or a group strategy discussion, these member-led gatherings keep the Myth spirit alive year-round.

Adventure Weekend Overview

Here's a general outline to help you navigate a Myth adventure weekend:

- **Setting Up for Adventure:** Prepare for an exciting weekend by settling in and gearing up for the adventures ahead.
- **Pre-Game & Game On:** Understand the rules and schedule for gameplay as the action begins.
- **Game Over - Wrapup & Set Strike:** What happens once gameplay concludes and how you can benefit by helping to break down.

SETTING UP FOR ADVENTURE

ARRIVAL TIME

You're welcome to arrive as early as noon on Friday to

help set up for the weekend's adventures.

- **Setting the Stage:** Beginning at noon, we transform the camp into a medieval fantasy town. Your help with setup is encouraged and rewarded with XP. Check in with Game Operations to sign up for a task.
- **Check-In Process:** From 6:00 pm to 8:00 pm on Friday, players check in. Come dressed in costume and bring your armor and weapons. During check-in, you'll:
- **Sign In & Event Payment:** Confirm attendance, make any remaining payments, and receive your cabin assignment.
- **New Player Starting Coins:** Collect 10 silver pieces if it's your first time attending.
- **Safety Check:** Ensure your armor and weapons meet Myth's safety standards by completing a safety check at every event. Even if your gear has been approved in the past, it must undergo inspection again. Any unapproved items should be stored securely in your vehicle, not in the game area, to maintain a safe environment for all participants.
- **Resources & Donations:** Collect any starting resources, and if you arranged to bring a donation, hand it in for an XP reward.
- **Pink-Stickered Items:** Collect any pink-stickered items you had turned in at the prior event.
- **New Member Workshop:** A hands-on orientation held around 8:00 pm, introducing new players to the game's mechanics and community while answering any questions you may have.
- **Late Arrivals:** If arriving after check-in closes, head to Game Operations for assistance.

Embracing the Rustic Charm of Cabins

During Myth Adventure Weekends, our cabins offer more than just a place to rest—they're woven into the fabric of Hyraeth, serving as both your shelter and a piece of the game's immersive experience. Here's how to make the most of your cabin stay:

YOUR CABIN: YOUR WEEKEND HOME

Upon arrival, feel free to settle into your assigned cabin and stow your gear. If you're unsure where you're staying, our staff will assist you. Vehicles may drive near the cabins for unloading, but please be prompt in moving them to allow space for others. Remember, this area is only for unloading, not parking.

RESPECT YOUR SPACE

Keep the cabin clean and organized to ensure the comfort of your fellow adventurers. Keeping floors clear is especially important in case combat breaks out, as it prevents tripping hazards and makes for a safer experience.

TRANSFORM YOUR GUILDHALL

Your cabin is more than just a bunk space—it's your in-game guildhall. Bring thematic decorations to create an alchemist's den, secret mage's guild, or whatever suits your character. These details enrich the experience for everyone, transforming your cabin into a unique piece of Hyraeth's world.

LEAVE NO TRACE

We aim to leave the camp facilities even better than we found them. Please respect the cabins by cleaning up before departure.

PERSONAL SPACE IN CABINS

Cabins are considered in game areas and are subject to being looted.

OUT-OF-GAME STORAGE

- **Under the Bunk:** Use this space to keep personal items in an out-of-game zone.
- **Marked Foot Locker:** For valuables, store them in a labeled foot locker or your car's trunk. Secure locks with a red sticker to indicate they are out-of-game and not to be picked.

SLEEPING OUT-OF-GAME

If you need a break, signal that you're resting out-of-game by placing a glow stick above your bed. This indicator should be respected, and other players should avoid involving you in in-game activities during this



time.

First Aid

At Myth, personal accountability for basic first aid is a key part of ensuring a safe and seamless experience. We encourage everyone to bring a personal first-aid kit stocked with essentials like band-aids, sunblock, and insect repellent. While an EMS bag is available on-site for serious emergencies, minor injuries and everyday necessities are each member's responsibility. By coming prepared, you help maintain a self-sufficient community and reduce interruptions during gameplay. Please note that Myth does not provide individual first-aid supplies.

Yellow Armbands FOR Non-Combat

Yellow armbands are a crucial element of safety and personal accountability at Myth, signaling that an individual is not engaging in combat. Each player and cast member is responsible for purchasing and bringing two yellow armbands—one for each arm—in case they choose or need to opt out of combat during an event.

ARMBAND REQUIREMENTS

Your armbands must be highly reflective and have working LEDs for nighttime visibility. If your armbands blend with your outfit in daylight, add contrasting material underneath to ensure they stand out. This visibility helps prevent unintentional engagement and keeps everyone aware of your non-combat status.

NON-COMBAT ENGAGEMENT

When interacting with those wearing yellow armbands, avoid physical combat. Instead, verbally declare actions such as, "I kill you" or "I knock you unconscious," pointing your weapon or spell packet at them. For those in a bleed-out state, you may use the Execute skill if applicable.

PERSONAL RESPONSIBILITY

If you need a yellow armband and do not have one, NPCs can remain in the cast cave as a safe, out-of-combat space. Players who prefer to avoid combat but do not have a yellow armband may need to leave the site temporarily until they can secure one. Having your own armbands ensures you can participate comfortably without interruptions or the need to step away from the event.

Tents & Camping

SETTING UP A PERIOD ENCAMPMENT

For those who enjoy camping, a tent adds a unique layer to the experience. Period tents are welcome within the game area, while modern tents should be set up outside the play zone to keep the atmosphere immersive. Let us know your tent's location during check-in for safety.

IMMERSIVE CAMPSITES

Make your camp an extension of the game world by using period-appropriate gear and concealing modern items to enhance the fantasy setting. In-game tents are considered in game areas and are subject to being looted.

CAMPFIRE GUIDELINES

- **Pre-Approval:** Before lighting any campfire, obtain approval from the Production staff. They'll advise on the best locations, particularly when conditions are dry or fire risks are high. In such cases, only propane fires may be permitted to reduce potential hazards. Designate a responsible fire watch to oversee the fire's safety.
- **Fire Pit:** Use a portable fire pit or propane stove whenever possible, as these allow for easy cleanup and help leave no trace when the event concludes.
- **Fire Watch Duties:** The designated fire watch should remain vigilant, keeping a water bucket nearby and ensuring the fire is properly managed at all times. If combat approaches, the fire watch should place a hand on their head and announce "Fire Watch" to alert nearby players, staying focused on safety over gameplay.

PROPERTY AND THEFT GUIDELINES

IN-GAME STEALABLE ITEMS

Items marked with a yellow sticker, items created through the profession and class systems, coins, and crafting materials are all designated as stealable in-game. However, any item labeled "Soulbound" must be returned to the Barkeep at the end of the event. If you mistakenly take a personal, non-stealable item, it should be promptly returned to its owner or handed over to the Barkeep to ensure clarity and maintain a respectful gaming environment.

DECOR AND PROPS

Respect the decorations and props set up in guildhalls or campsites, taking only items marked for theft.

SECURING BELONGINGS

Store out-of-game valuables in a clearly labeled foot locker or your car's trunk to avoid confusion with in-game items.

RESPONSIBLE THEFT

During in-game theft, handle others' property respectfully. Avoid excessive rummaging, and keep belongings in order to ensure everyone's enjoyment.

Pre-Game opening meeting

At 9:00 pm on Friday, all players gather at the tavern building for the essential opening meeting. During this time, important updates to the rules will be covered, safety concerns will be addressed, and questions from the group will be answered. Players should enter the building fully to allow space for everyone—avoiding congestion at the doorway. Attendance is mandatory for all participants to ensure that everyone is informed and prepared for the weekend's adventure.

Game On: The Adventure Begins

Gameplay kicks off at 10:00 pm on Friday night. You'll dive straight into the adventure as the world of Myth comes to life.

TAKING AN EVENING LONG REST

Gameplay pauses temporarily from 2:00 am to 9:00 am on both Saturday and Sunday, allowing players to rest before the next day's action resumes. These rest breaks are important to ensure everyone gets the sleep they need to stay safe, in control, alert, and fully enjoy the rest of the event.

CHECKOUT TIME

Checkout runs from 8:30 am to 10:30 am on Sunday. During this time, complete any remaining game-related tasks. Please turn in any pink-stickered items to the barkeep, which can be reclaimed at check-in at the next event. Be prompt, there are no late checkouts.

Game Over: Wrapup and Set Strike

At noon on Sunday, we conclude the weekend's adventure by ringing the town bell and hosting a brief wrap-up meeting. During this time, we'll recap the event, give out accolades, and share exciting plans for the future. Attendance is encouraged for both players and NPCs as we reflect on the weekend and look ahead to what's next.

SET STRIKE

After the wrap-up meeting, we invite everyone—Players and NPCs alike—to join in set strike. Taking down props, scenery, and settings requires teamwork, and focusing on these tasks first ensures an efficient, smooth breakdown. Prioritizing set strike over individual cleanup helps get things done faster and reinforces the community spirit that makes Myth special.

We award 20 XP per hour you help with setup or breakdown, and as a thank-you, those who stay from start to finish earn double XP for all the time they contributed. Your participation prepares the site for the next event and strengthens our shared experience—your support truly makes a difference.

CABIN CLEANING RESPONSIBILITIES

After set strike is complete, return to your cabin for cleaning. Bring a broom, dustpan, and trash bags and ensure that:

- **Sweep Floors:** Floors are swept to remove dirt and debris.
- **Return Mattresses:** Bunks and mattresses are returned to their original positions.
- **Remove Trash:** Trash is collected and disposed of in the designated dumpster, not local trash cans.

A breakdown coordinator will inspect your cabin before you leave to clear your cabin or tenting area. Messy spaces will result in an a group XP penalty.

Combat in Myth

In the world of Myth, combat is more than just a clash of weapons—it's a test of skill and bravery. Whether fending off bandits on a bridge, facing mythical creatures deep in the forest, or dueling a dangerous foe in the town's streets, every encounter brings its own challenges.

Rather than relying on dice, Myth's combat thrives on your own physical ability and honed game skills. Strikes, parries, and spell casting come together in fast-paced battles that require your full focus. The soreness after an adventure weekend is a reminder of the stories you've helped create along the way.

MELEE COMBAT GUIDELINES

To ensure that every encounter is as thrilling as it is safe, the following guidelines are key:

- **Weapon Safety Checks:** Your weapon is your lifeline in combat, and it must be ready for action. Regularly inspect it for safety. If it's damaged, your backup weapon must be checked before use, ensuring that it's battle-ready.
- **Charging into Combat:** A headlong rush into battle is exhilarating, but you must control your speed before clashing with your opponent. It's acceptable to run at someone, but running into them crosses the line into danger.
- **Shield Bashing:** Shields are strictly defensive tools and should never be used to strike another player or as an offensive weapon.
- **Physical Contact:** Only your weapon or spell packets should make contact with your opponent without consent to touch that individual.
- **Lightest Touch Principle:** Combat in Myth is about precision, not force. Myth uses a "lightest touch" system, meaning any intentional contact to a legal target counts as a hit. Strikes must be controlled and deliberate. Combat is not feather-light tapping, nor is it excessive force. You should expect clean, solid hits that are clearly felt, but never intended to cause pain. All participants are expected to match their opponent's intensity to maintain a safe and enjoyable experience.
- **Checking Swings:** If an opponent's strikes are too forceful, simply say, "Check your swings." Control your own swings by keeping them within a 90-degree arc to reduce velocity. Remember everybody has a different tolerance level so what is light to you might be too hard

for someone else.

- **Awareness in Swinging:** Every swing should be calculated—look before you strike to avoid accidental injury.
- **Flurry Rule:** Combat is fluid, not repetitive. You are restricted to 3 hits before having to step away and disengage before re-engaging your opponent. Vary your strikes across different areas of your opponent's body before returning to a previously hit spot. This keeps the battle dynamic and realistic.
- **Skill Calls:** Combat is enriched by the use of skills. Announce your intention clearly before attempting an attack, such as calling "Maim!" before a strike, adding another layer of immersion to your fight.

CRITICAL SAFETY CALLS

For a safe and enjoyable experience at Myth, it's essential to understand and use these critical safety calls correctly:

- **Game Stop:** Shout "Game Stop!" and stand still. Others should echo Game Stop and kneel.This halts gameplay for serious emergencies (injuries, lost glasses, medical issues). Only the production staff or first responder can call a Play on after a medical emergency.
- **Caution:** Use "Caution!" to warn of immediate risks, like "Caution! Watch the rocks behind you." It's like a temporary pause between you and the notified person to prevent injury.
- **Clarify:** If something is unclear, say "Clarify," as in "Clarify. I couldn't understand you through your mask." It's for understanding game mechanics or communication, not for identifying NPCs, players, or objects. Additionally, if a skill requires a certain creature type, such as "Undead," You may state "Clarify: Are you undead?" Cast then will say yes or no and the game continues. Knowing if they were undead is relevant to certain game skills.
- **Play On:** If you call a Caution or Clarify, you are the one to resume gameplay. Countdown 3, 2, 1, and then state, "Play on!" You may not use this moment to get the jump on your opponent. The integrity and safety of the game depend on these calls being used appropriately and not to gain an advantage.

Roleplaying and Damage

Combat isn't just about winning or losing—it's about Combat in Myth is more than just physical strikes—it's a chance to bring the story to life through how you respond to each hit. Roleplaying your wounds and reactions not only adds depth to your character but also enhances the immersion for everyone involved.

- **Taking Hits:** In the heat of battle, even with the "lightest touch" principle, you'll feel the intensity. Soft strikes may sometimes hit harder due to adrenaline, so be prepared to get hit. Acknowledge each valid strike as part of the experience, and if you experience repeated hits to restricted areas, notify game staff.
- **States of Health:** As combat continues, your character's health will pass through several stages:
- **Maximum Hit Points:** This represents your character's full strength, health, and resilience at the start of battle.
- **Bleeding Out:** Once your hit points reach zero, you enter a Bleed Out Count of 300 seconds. Receiving any healing during this time will stop the count and bring you back into the fight.
- **Death State:** If no healing arrives before your Bleed Out Count ends, your character enters the Death State, triggering a 300-second Death Count. During this time, you may still be resurrected, but without aid, your character will slip into the Spirit State.
- **Spirit State:** In this final stage, you can no longer interact with the living. Silently, you begin the journey to Dedrot's Realm, moving as an invisible presence among the living until your path is complete.

HIT POINTS AND ARMOR POINTS

In Myth, your hit points are more than just a number—they represent your character's ability to survive, combining physical resilience and mental toughness.

Armor points and temporary hit points are critical to how damage is absorbed:

- **Temporary Armor Points:** These are your first line of defense in battle and are lost before regular armor points.
- **Armor Points:** Once your temporary armor is gone, regular armor points take the hit.
- **Temporary Hit Points:** These kick in after your armor is depleted or when a critical strike bypasses your defenses.
- **Hit Points:** When all your defenses are gone, it's your hit points that stand between you and the Bleed Out state.

GAME MECHANICS AND ROLEPLAY

Beyond the thrill of combat, the mechanics of Myth are designed to deepen the immersion and bring drama to every battle:

- **Fate of the Party:** When a situation becomes too overwhelming, physically or mentally, you can opt out by declaring "Fate of the Party." By placing your hand on your head, you symbolically leave the encounter. Your character's fate is tied to your group—if they survive, so do you; if they fall, you share their fate.
- **Searching the Fallen:** To search a fallen character, simply hover your hands over them and state in a normal tone, "I search you one, search you two, etc.," up to 10. No physical contact is needed, but the player must respond and surrender any items. You are not required to describe your search.
- **No Combat Zones:** Designated areas in the game are free from combat. Clearly marked with "No Combat" signs, these areas offer refuge from the chaos of battle, and no spells or fights may take place there.
- **Post-Combat Roleplay:** The moments after combat are just as important as the fight itself. Roleplay your injuries, show the toll that battle has taken on your character, and embrace the consequences. Whether you emerge victorious or find yourself on the ground taking a dirt nap, your roleplaying will deepen the immersion.

Ranged Weapons

Ranged weapons in Myth give players the ability to strike from a distance, providing a different combat dynamic from melee weapons and spellcasting.

GENERAL RANGED WEAPON RULES

All ranged weapons must pass a safety check during event check-in. To ensure your equipment is ready, bring a backup ranged weapon in case your primary one doesn't pass inspection..

ARCHERY RULES

Myth allows the use of real bows and arrows in combat, but all archers must adhere to the following rules to ensure safety and fair play:

GENERAL ARCHERY RULES

- **Safety Training:** All archers must complete a mandatory safety training session annually.
- **Skill Requirement:** Archery is a Free Skill available to all. Players may choose to use it or not as a roleplaying decision.
- **Grounded Stance:** Archers must have both feet planted on the ground while firing.
- **Firing Speed:** Repeating ranged weapons may not be fired more than once every 10 seconds unless the player possesses a skill or item allowing faster shots.
- **Minimum Distance:** Shots must be fired from a minimum distance of 15 feet. If a target moves within 15 feet before a shot is released, the shot should only be fired at half draw. Arrows must never be fired at targets within melee range.
- **Melee Safety:** Archers may carry a one-handed weapon for defense in melee combat if they have purchased the Spare Blade and Unskilled Weapon Usage skills. Bows or arrows must not be used to block melee attacks.

ARCHERY COMBAT RESTRICTIONS

- **Daylight Only:** Archery is allowed only during daylight hours. Shooting in the dark is prohibited due to increased risks. During nighttime

combat, an archer may use a one-handed weapon without requiring additional skills.

- **Damage:** Each arrow or bolt deals 1 damage unless otherwise specified. Damage does not vary by bow type (short bow, long bow, or crossbow).
- **Blocking and Catching:** Arrows and bolts cannot be blocked with weapons or caught to prevent damage.
- **Aiming Restrictions:** Blind firing, shooting directly into doorways, or aiming at a player's face is prohibited. Knees remain valid targets.

RANGED WEAPON TYPES

BOWS AND CROSSBOWS

- **Safety Standards:** Use only foam-tipped arrows or bolts approved by Myth. All equipment must pass inspection at the beginning of each event.
- **Draw Weight:** Bows and crossbows must not exceed a 25 lb draw weight, verified at check-in. Modern compound bows are not permitted.
- **Appearance:** Bows should resemble traditional longbows or recurve bows for immersion. Shelves (arrow rests) are permitted, but additional sights or enhancements are not allowed.

ARROWS AND BOLTS

- **Inspection Requirements:** Arrows must pass inspection at the start of the event. The safety tip and shaft will be checked for damage or splinters. Players must re-inspect arrows after any impact with hard surfaces (rocks, trees, logs).
- **Materials:** Shafts must be made of fiberglass, resin, or aluminum to prevent splintering. Wooden shafts are prohibited. If a cotton ball snags on the shaft during inspection, the arrow will fail.
- **Safety Tips:** All arrows must have blunted safety tips made of sponge foam. Homemade arrows are allowed but must pass inspection.
- **Player Identification:** Each arrow must be marked with a unique identifier for the player to ensure they are returned after combat.
- **Conditions:** Wet or frozen arrows cannot be used until dried.

THROWN WEAPONS

- **Types:** Includes foam projectiles such as daggers, axes, and other small items used for mid-range combat.
- **Safety Standards:** Thrown weapons must be light, properly padded, and free of any internal core to avoid injury.

Taking Prisoners

In the midst of battle, characters may be captured. To restrain another character, you must possess the "Tie Bonds" skill. Roleplay the binding process for 10 seconds, and provide a symbolic restraint, like a piece of fabric. For safety, real shackles or ropes are not allowed, and restraints must allow for immediate release.

Prop Declaration

Your gear is part of your character's identity. If another player tries to take a unique piece of your costume, you may declare "Prop," ensuring that your items remain with you unless you choose to let them go.

Spellcasting in Myth

In Myth, magic is a core element of gameplay, and spellcasting allows players to harness the mystical energy that flows through the world of Hyraeth. Casting spells involves the use of clear incantations and spell packets to create magical effects.

- **Reciting the Incantation:** To cast a spell, you must recite the incantation clearly and loudly enough for your target to hear and understand. Speak at an even pace, as the incantation describes what you want the target to do when struck by the spell packet.
- **Throwing Spell Packets:** Once the incantation is complete, firmly and accurately throw the spell packet at your target. Your goal is to ensure the packet is thrown with enough force for the target to know they've been hit, but without causing harm.
- **Legal Spell Targets:** A spell that is delivered via a packet affects you if it hits any part of your body or anything you are holding, carrying, or

wearing—except for your head, throat, or groin areas. Spells delivered via weapon strikes are not blocked by shields or other weapons. Note: Hands count as legal spell targets.

- **Interrupted Spells:** If you take damage or are affected by anything that prevents you from completing the spell, the magic is lost unless otherwise stated.

- **Canceling Spells:** You can cancel any duration-based spell before its time is up by stating, "I dispel my [spell name] spell."

- **Non-Spellcasters:** Even if you don't cast spells, it's helpful to learn common spell incantations to understand what is happening when you are hit by a spell. If you're unsure about a spell's effect or the incantation, use "Clarify."

Character Death

In the world of Hyraeth, being a hero is a journey filled with danger and mystery. Should your character fall, they will find themselves in Dedrot's Realm, where they must navigate the uncertainties of the afterlife by playing a game of chance known as Dedrot's Gamble. This is more than just a roll of the dice—it's your opportunity to return to the world of the living.

ARRIVING AT DEDROT'S REALM:

- **Ring the Bell:** Announce your arrival at Dedrot's Realm by ringing the doorbell and awaiting your call to enter.

- **Once Inside:** Proceed to the Barrister's Bench to determine your fate.

- **New Players:** If this is your first event, inform the Barrister. New players cannot permanently die during their first event. However, characters played by participants who have attended before may permanently die, even on their first event.

- **Special Conditions:** Inform the Barrister if you are under the effects of Final Judgment or a Blessing before you roll the dice.

HOW TO PLAY DEDROT'S GAMBLE

In Dedrot's Realm, the line between life and death rests in the hands of fate, where each roll of the dice shapes destiny's course. Here, survival demands not only skill but a willingness to embrace calculated risks. Players can prepare for this realm's capricious nature by carrying powerful cards, like Good Fortune or Graven Miracle, to defy even the most dire outcomes. Each roll intensifies the suspense, urging players to delve into the realm's secrets while weighing caution against the ever-present shadow of peril.

STEPS TO DETERMINE YOUR FATE:

- **Roll Two Six-Sided Dice:** Begin by rolling two dice to initiate your fate.

- **Handling 'Ones':** If you roll a 'one' on either die, re-roll that die along with an additional die. Continue re-rolling each new 'one' with an additional die until no ones appear in your roll.

- **Summing the Dice:** Once you have a roll with no ones, add together all non-one dice to calculate your total.

- **Determining Fate:** If your total is 18 or higher, your character faces permanent death unless you use a Good Fortune or Graven Miracle card to alter the outcome.

EXAMPLE ROLLS

- **Example 1:** You roll a 6 and a 5 (Total: 11) – You live!

- **Example 2:** You roll a 1 and a 6. Keep the 6 and re-roll the 1 along with an additional die. The re-roll results in a 4 and 5. Total: 6 + 4 + 5 = 15 – You live!

- **Example 3:** You roll a 1 and a 5. Re-roll the 1 with a new die, getting a 6 and 1. Re-roll the 1 with another die, resulting in 5 and 5 (Total: 21). You died! To survive, you would need a Graven Miracle card.

- **Example 4:** You roll two 1s. For each one, you re-roll with two new dice, resulting in 6, 4, 5, and 6. The total is 21. Facing death, you use a Good Fortune card to re-roll one of the sixes, resulting in a 2. New total: 17 – You lived!

SPECIAL CONDITIONS

- **Curse of Misfortune:** You must re-roll your lowest non-one die, potentially increasing your total.

- **Minor Blessing:** Reduce your final total by two.
- **Blessing:** You may re-roll a die of your choosing at any point potentially lowering your total.

GOOD FORTUNE AND GRAVEN MIRACLES

In the dangerous world of Hyraeth, these cards are your last line of defense against the whims of fate. Earn them by accumulating experience points (XP) through helping with game setup, event breakdown, or making donations found on our donation board.

- **Good Fortune Card:** By allowing you to remove a single die at any point, the Good Fortune Card reduces your risk of reaching a deadly total of 18 and facing permanent death. You can carry more than one of these powerful cards, but only one may be used per visit to Dedrot's Realm.
- **Graven Miracle Card:** The Graven Miracle Card is the rarest and most valuable safeguard, offering one final chance to escape permanent death. If your total exceeds 18, this is the only way to save your character from an untimely end. You can only carry one Graven Miracle Card at a time, making it a priceless asset.

General Gameplay Information

While combat makes up a large part of game play, there are still elements you need to know to make play run smoothly.

STICKERED ITEMS AND THEIR MEANINGS

In Myth, colored stickers show the rules for handling in-game items, each color representing different guidelines:

- **Blue-Stickered Items:** These items come with a note providing additional information. Always search for this note to understand the item's significance and how it interacts with the game.
- **Green-Stickered Items:** Green stickers are attached to items that only their designated owner can pick up or move.
- **Pink-Stickered Items:** Items marked with a pink sticker must be turned in to the barkeep during check out. You can pick them up again at your next event.
- **Red-Stickered Items:** You cannot move red-stickered items unless there is a number written on the sticker. If no number is displayed, the item must remain where it is.
- **Yellow-Stickered Items:** Items marked with yellow stickers are myth provided items that may play significant roles in the game's storyline or mechanics and may have additional effects. If you come into possession of a yellow-stickered item, you do not have to confirm the item with cast. Yellow-stickered items may also be stolen.
- **Heavy Items:** Items marked with a red sticker that displays a number indicate how many people are required to move them.
- **X Sticker Rule:** If an item has a sticker with an 'X' on it, the item is disabled for the rest of the day. You cannot use its main functionality unless it is repaired.

LOCKS & LOCK-PICKING

Throughout your adventures in Myth, you may come across chests or doors secured with locks. Here are the key points about lock-picking:

- **Sleight of Hand skill required:** To attempt picking a lock, you must possess the correct skill.
- **Using Lock-picks:** Standard lock-picking involves a paperclip fashioned into a makeshift lock-pick. You may also use actual lock picks.
- **Red Stickered Locks:** Locks marked with a red sticker are off-limits for lock-picking attempts. We consider these locks too secure for story reasons.
- **Breaking Locks:** You can not forcibly break or remove locks.
- **Combination Locks:** Some locks in the game may use combinations. Anyone may attempt to open a combination lock even without the Sleight of Hand skill.

FORGERY & COUNTERFEITING

Characters cannot counterfeit coins, materials, or other in-game items for purposes outside the game's context. However, forging non-magical in-game docu-

ments is permissible for all players.

RESTING

Rest is essential for adventurers to rejuvenate after a day filled with exploration, combat, and treasure hunting. Here's how resting works in Myth:

- **Short Rest:** Anytime you wish you may begin a 15-minute uninterrupted rest at a suitable location such as the tavern, cabins, encampments, places of power, or fire pits around the campground. A Short Rest is necessary to reset any skills that recover on a Short Rest. Short Rest does not recover Hit Points or Armor Points. During this period, engage only in light activities like eating, drinking, reading, conversing, playing a board game, or self-administering first aid. Nearby combat within melee reach disrupts your Short Rest.
- **Long Rest:** As the end of the game day, players retreat to their guild halls, homes, or camps for a Long Rest. A player may choose to benefit from a Long Rest, actively restoring both Short Rest and Long Rest Skills at the beginning of the next in-game day.

TRAPS

Traps in Myth come in various forms, each with its unique effect, unless otherwise stated:

- **Acid Traps:** Cause "Damage 2" to anyone hit by a liquid. Shields can block the acid, but splatter still causes damage.
- **Buzzer Traps:** Trigger the Weakness effect for as long as the buzzer sound is audible.
- **Mechanical Traps:** Represent traps like swinging blades or falling rocks, dealing "Damage 2" upon contact.
- **Snake in a Can:** If you activate or are struck by a spring-loaded snake in a can, it has the "Poison" effect.
- **Snap Traps:** Require reading an attached note to discover the trap's effect. Used only within modules.
- **Squeaky Toy:** Activating a squeaky toy has the "Paralyze" effect.
- **Popper Traps:** Caltrop-like traps that cause a "Maim" effect on the triggered foot. Used only within modules.
- **Wire Traps:** Wire Traps activate when bells ring or wires break. If you trigger one, read the attached note right away to learn its specific effect.

CURSES

Curses weave a web of dark enchantment, clinging to even the mightiest heroes and reshaping their fates in mysterious and perilous ways. These sinister spells often arise from ancient magic or ill-fated encounters, binding to their victims and altering reality itself. Unlike ordinary ailments, curses endure, persisting until dispelled by the focused might of a Remove Curse spell.

HEXES

Hexes are curses of a higher order—ancient, unyielding, and steeped in forbidden power. Bound to magical items and artifacts, these curses surpass ordinary afflictions, marking those who dare wield such objects with an indelible aura of misfortune. Each hex has a will of its own, lurking within the artifact and binding itself to any who dare claim it, often reshaping their fate in ways beyond mortal control.

More than mere curses, hexes linger with relentless potency, demanding unique and arduous means to dispel. Unlike ordinary curses, hexes cannot be lifted by a simple "Remove Curse" spell; they call for forgotten rituals, rare arcane knowledge, or even the forfeiture of another powerful artifact. For adventurers entangled by these dark enchantments, each step forward brings unforeseen challenges, each choice a potential descent into deeper mystery. Beware, for a hex is as relentless as it is elusive, forever weaving trials into the lives of those it marks.

THE WEIGHT OF CURSES & HEXES

A curse or hex in Myth is more than just a burden; it's a test of your character's willpower and ingenuity. Each curse weaves its own layer of difficulty into your journey, challenging you to adapt, survive, and ultimately overcome. Whether it's weakening your abilities or complicating your path, the curse becomes an integral part of your adventure, one that pushes you to

dig deeper into your resilience.

This is not just an obstacle, but a chance for your roleplaying to truly shine. How will your character react under the weight of misfortune? Will they crumble, or will they rise, determined to break free from the curse's grip? The struggle to remove a curse becomes a story of perseverance, a moment where your resourcefulness and creativity can turn adversity into a defining chapter of your tale.

Additional Guidelines

STAY IN CHARACTER

Maximize your in-game experience by staying in character. This immersive approach enhances the experience for everyone, contributing to the shared atmosphere of the event. Staying in character helps maintain the fantasy and ensures that everyone can enjoy the game world to its fullest.

PLAYER VERSUS PLAYER (PVP)

While competition is part of Myth, always treat in-game rivals with out-of-game respect. We do not tolerate real-world grudges or harmful behavior toward other members. To maintain a respectful environment, check in with your in-game adversaries out-of-game to ensure they are comfortable with PvP interactions. Remember, we're all part of the same community—treat each other with kindness and respect.

METAGAMING

Metagaming is the use of out-of-game knowledge during gameplay, which is not allowed. Here are specific cases where this applies:

- **New Character:** When playing a new character, you cannot use information or insights gained from a previous character or from any time participating as an NPC. Each character's knowledge must remain separate and distinct.
- **Unconscious or Dead:** While roleplaying an unconscious or dead character, you may overhear or see things out-of-game. This information must not be used or repeated in-game.

CAST AND STAFF CONFIDENTIAL

If you are part of the cast or staff, it is crucial to keep any information you've learned in these roles confidential. Please do not share this information with players, and do not use it in any other role you may play in the game.

FOSTERING INCLUSIVITY AND FRIENDSHIP

Myth is built on collaborative storytelling. Involve others in your narratives to strengthen friendships and ensure no one feels left out. Actively welcome and guide new players to help them feel integrated, enriching the experience for everyone.

MAKEUP GUIDELINES

Our makeup guidelines are not just rules but a testament to our unwavering commitment to inclusivity and respect for real-world identities. We discourage the use of makeup that mimics real-world skin tones, such as blackface or brownface, when portraying characters. Instead, we encourage using fantasy-based designs that enhance their otherworldly nature, focusing on creativity and immersion. This approach promotes cultural appreciation, not cultural appropriation, and encourages participants to respectfully incorporate inspiration from diverse traditions into their portrayals.

DISGUISE

Your character's physical appearance must align with your skills. Avoid altering your appearance with items like wigs or temporary elf ears unless explicitly allowed by your character's abilities.

PHOTOGRAPHY

We ask you to refrain from taking photos with your phone during events to help maintain the in-game atmosphere. If you wish to take photos, please do so discreetly and with consent from others to avoid disrupting immersion.

INAPPROPRIATE LANGUAGE

Please use respectful language at all times and avoid inappropriate comments or swearing. We aim to foster a welcoming and inclusive environment for everyone. Characters are welcome to use "in-game" swearing, such as calling someone a "wet-nosed bumblesnot."

DESIGNATED SMOKING AREAS

Smoking is allowed only in marked areas. If you're unsure where these areas are, please ask the staff. Always dispose of cigarette butts responsibly.

DRUGS & ALCOHOL

The use or possession of illegal substances, recreational drugs, and alcohol is strictly prohibited during the event, even if you leave the site during the game weekend.

LOST AND FOUND

Turn in any found out-of-game items to Game Operations. Due to space limitations, unclaimed items may be disposed of after events.

Keywords

In Myth, keywords are essential terms that bring clarity and efficiency to gameplay. These words convey specific actions, effects, or conditions at a glance, allowing players to understand the impact of skills or abilities quickly. Keywords fall into two main types: Rulebook Keywords and Active Keywords.

- **Rulebook Keywords:** These serve as shorthand descriptions that make it easy to understand a skill's purpose at a glance; while they're helpful, memorization isn't necessary.
- **Active Keywords:** These are used during live gameplay to communicate crucial information instantly, enabling players to respond fluidly without lengthy explanations. Because these keywords ensure smooth, immersive combat, we recommend learning them over time to enhance your gameplay experience.

With repeated use in play, these keywords will become second nature, helping you stay focused and immersed in the action.

RULEBOOK KEYWORDS

Rulebook keywords help identify what a skill does at a glance and aren't something you need to memorize.

Bleed Out: After reaching zero Hit Points, you fall unconscious. After 5 minutes, you enter the Death state.

Burst: You may use this skill up to the specified number of times, with each use being within 10 seconds after the other. Using another skill during your burst ends the burst unless otherwise stated. You may not Burst a Burst skill.

Damage: Reduces the target's Armor Points (AP) or Hit Points (HP) by the specified amount.

Event (Duration): This effect lasts for the duration of the event.

Event (Skill Refresh): Useable once per purchase per event, resetting at game-on the following event.

Helpless: When a person is unconscious, in Bleed Out, Paralyzed, Asleep, or otherwise completely unable to move.

Indoors: Skill usable only in indoor settings. The module building counts as an indoor setting unless otherwise stated.

In Sooth: Shows the speaker is conveying essential, truthful, out-of-game information.

Item: [Type]: A specific item is needed for skill activation.

No Effect: State "No Effect" and do not take the Damage or effect. Informs the attacker that their ability has been used and will never affect the target.

Outdoors: Skill usable only in outdoor settings.

Prerequisite: A particular skill is necessary before purchasing this one.

Resist: State "Resist" and do not take the Damage or effect. Informs the attacker that their ability has been used and has failed for some reason.

Roleplay (RP): Requires a set duration or type of uninterrupted roleplaying. Interrupting the roleplay ends the skill without effect. The skill is used whether you were able to complete the roleplay or not.

Target: [Specified Target]: Some skills target specific areas, like "Leg" or "Shield", or conditions like "Corpse" or "From Behind." If you miss the target, the skill is expended and there is no effect.

[Trait]: Indicates the magic type that powers a skill. Even if there is a Trait listed, it is only considered a Spell if it also meets the Spell keyword. The trait can be any of the following magic types: Arcane, Air, Blood, Divine, Earth, Fire, Mind, Nature, Spirit, or Water.

Long Rest: Usable once per purchase per day, resetting at 9 am the following day.

Packet: Spells delivered by a thrown packet.

Permanent: Usable as often as requirements are met or continuously active.

Restore: Refreshes specific skills as described in the skill.

Short Rest: Usable once per purchase, resets after a 15-minute break in specified restful areas. Nearby combat within strikeable melee range interrupts this reset. More about Resting on page 22.

Spell: Any skill delivered with the "Through" keyword. More about Spellcasting on page 20.

Temporary: The bonus does not count towards any maximums, is the first lost, and lasts until your next Short Rest. You may not have more than one of the same temporary bonus active at any time. If you do, the bonus with the greater effect takes precedence.

Touch: Skill delivered by physically touching the target with a spell packet. See the rules on Physical Contact on page 17.

Weapon: Skills delivered using melee, ranged, or thrown weapons.

ACTIVE KEYWORDS

Active keywords are specific terms used during gameplay to quickly indicate important information regarding actions, effects, or conditions. These keywords allow combatants to react accordingly without the need to relay explanations of how the skill or ability works. We call these "active" keywords because they are actively used during combat to ensure smooth, efficient, and immersive gameplay. We don't expect you to memorize these. Do your best to read through them now, and over time, you'll become familiar with them as they are used frequently in the heat of battle.

Bestow: You may only have one Bestowed effect of each type on yourself. Bestows expire after Short Rest unless otherwise indicated. The Seven Bestow types are:

- **Temporary Hit Points , Temporary Armor, Resist, Enhance, Utility, Weapon, Protection.**

Bestows can't be used on equipment. If you receive a second bestow of a given type, you must either choose to keep the old one or take the new one, they do not stack. All runes are bestowed onto the player, not equipment.

Bind: You must keep your wrists to your hips or ankles together, depending on what is bound, for the duration. You cannot fight if your wrists are bound. You cannot walk, but can hop, if your legs are bound.

Crit: This keyword allows Damage or effects to bypass all armor and weapons, directly affecting the target's torso (or specified area), even if blocked by a shield or weapon.

Control: You must obey the command given to you, to the best of your ability, for the duration.

Cure: This ability will remove the specified keyword from a target.

Cure All: This ability removes all keywords other than the Curse and Death keywords or any beneficial effect.

Curse: A curse lasts indefinitely or until a "Cure Curse" can lift it or its tag shows another way.

Daze: You are unable to use offensive skills for the duration.

Death: Brings the character to a dead state. After 5 minutes the character becomes a spirit and heads to Dedrot's realm.

Disarm: You must drop your weapon to the ground for the duration.

Disease: You may not be Healed by any means. Lasts until cured unless otherwise stated.

Disengage: You must move the total number of paces away from the caster.

Dispel: Removes the specific effect stated in the call.

Dispel All: Removes all Bestows. Cannot be blocked by Weapons and Shields.

Execute: Brings a Helpless character to a dead state. After 5 minutes the character becomes a spirit and heads to Dedrot's realm.

Exhaustion: You may not benefit from a Short Rest. Lasts until cured or you complete a Long Rest, unless otherwise stated.

Fear: You must maintain 10 paces between you and the object of your fear for the duration if able.

Heal: Restores a number of Hit Points stated in the skill. This will not take you above your maximum Hit Point total.

Maim: This effect renders the affected limb unusable until cured. If you are maimed in the arm, you may not do anything with that arm. If you are maimed in the leg, you must drag that leg or drop to a knee. If both legs are maimed, you may still crawl.

Paralyze: You must stay as still as possible. You may not move, speak, use skills, or use items for the duration unless otherwise specified.

Poison: After 60 seconds you enter the Death state, unless otherwise stated.

Reanimate: You are raised from death under someone else's control. This effect is a Cure Death, Heal all Hit Points, Cure All and "Control 5 minutes." You must follow all commands given by the skill's user. After 5 minutes you become a spirit and immediately proceed to Dedrot's realm.

Repair: Removes the "Shatter" condition from the target equipment (weapon or shield) or restores Armor points to armor.

Sanctuary: State "Resist" to all Damage and Effects. Sanctuary lasts until you move, speak, or use a skill, unless otherwise indicated. Sanctuary is not Dispelled by Dispel All.

Shatter: When an item is shattered, you may not use skills with it or use its properties until it's repaired. You may block basic attacks with a shattered weapon or shield. All called skills that hit your weapon or shield affect you as if you did not block it. You may still use a weapon for basic attacks.

Snare: You must keep both feet in place on the ground for the duration.

Sleep: You must fall unconscious for the duration. Damage will not end the effect.

Silence: You are unable to speak or cast spells for the specified duration. You can still use skills that do not contain the Through Keyword.

Slow: You may not walk faster than a heel to toe pace for the duration.

Through: This indicates a Spell is being cast. Anything that uses this Keyword is considered a Spell. If a Through Effect strikes a weapon or shield, it is not blocked and the target takes the effect.

Voice: This skill affects the target(s) as long as they are able to hear it. You may not use Voice skills while Silenced. General descriptions of the target are acceptable such as, "Hey you in the red hat."

Waylay: You must fall unconscious for the duration. Damage or 10 seconds of Roleplaying waking the target will end the effect.

Weakness: You may not use any of your own skills for the duration.



• CHAPTER 2 •

Creating Your Character

With Chapter 1 behind you, you're ready to embark on a journey through the realms of Myth. If you still have questions, join us for the New Member Workshop on Friday before each event, where we'll dive into essential rules and answer any lingering questions.

Imagine Your Character

Take a moment to picture who you wish to become. Are you a dignified hero, a cunning villain, or an enigmatic figure who defies convention? Choose a name that reflects your character's essence, as names hold power in Myth, shaping perception and destiny. Think of your costume as a visual story, evolving with each adventure and triumph, mirroring your character's growth.

For questions or guidance, our supportive community is ready to assist you as you bring your vision to life.

Character Creation Steps

We've designed a step-by-step guide to make the process engaging and personalized. After initial creation, you can manage and update your character on the Myth website.

1. Choose Your Species

Imagine your character striding down the bustling streets of Aelgate, a vibrant city within Hyraeth. Who do you see? Are you a mysterious Elf from one of Hyraeth's distinctive subcultures, a resilient Dwarf, or perhaps a versatile Human? Choosing a species is the first chapter of your unique saga, each offering a gateway into a tapestry of culture, history, and personal intricacies. Embrace the lore of your chosen species, adding depth to your adventures.

2. Choose Your Class and Skills

Myth offers 12 core classes, including Alchemist, Bard, Druid, Fighter, and Wizard, each bringing unique abilities. Your chosen class provides an opening skill at no cost. To explore other classes, you can unlock a second class for 40 CP, and a third for 40 CP, or purchase Open Skills for flexibility without full multiclassing.

3. Allocate Your Character Points

You start with 100 Character Points (CP) to spend on class-specific and open skills, allowing you to tailor your character's abilities and strengths to your vision.

4. Gather Your Gear

Before your first event, ensure you have essential gear such as weapons, armor, and costumes. Our community on Discord can offer tips and suggestions for finding or creating your equipment.

Need a Do-Over? You Have Options!

- **Within Three Events:** Unsure about your initial choices? No problem! You're eligible for a one-time, no-cost rewrite within your first three events, allowing you to refine your character as you settle into the game.
- **Between Game Skill Swap:** For smaller adjustments, you may "unlearn" a single skill between games at no cost, reclaiming CP to invest elsewhere (you cannot "unlearn" classes).
- **Single Character Reset:** After your initial three events, you have a one-time opportunity for a reset up to level 15. For 1000 XP, you can completely reinvent your character, choosing a new class and skills, or adjust your skill set to better align with your play style.

Gaining Levels

Starting at level 1, each character receives 100 CP to purchase skills. XP is earned for things like attendance, feedback, setup/breakdown, and donations, helping you level up and earn additional CP to strengthen your character.

Leveling Up

Each level awards 50 CP. You can gain up t0 8 levels

each year, up to a maximum of level 20 and 1,050 CP. You do not have to start at level 1 if you have enough XP to level past that.

Crafting a Memorable Character

Creating a character in Myth is more than just stats and skills—it's about bringing a unique presence to life. Here are some key elements that will make your character not only memorable but also a crucial part of Hyraeth's unfolding story.

- **Backstory with Depth:** A thoughtful backstory anchors your character's identity and motivations, creating natural connections to the world and other players. Consider their past relationships, fears, and formative experiences. By sharing parts of your backstory with others, you open doors for meaningful interactions that deepen the shared narrative of Myth.
- **Costume as a Visual Story:** Your costume is your character's first impression, offering a glimpse into their past, personality, and path. Every detail, from well-worn armor to intricate accessories, helps shape how others perceive your character. For makeup-based roles, dedication to detail enhances authenticity and immersion.
- **A Name with Meaning:** In Myth, names carry weight. Think beyond aesthetics to select a name that aligns with your character's essence, heritage, or ambition. A well-chosen name can be a powerful reflection of your character's personality, shaping how others perceive and remember them.
- **Roleplaying with Realism:** Embrace the challenges and victories of Hyraeth with full dedication. Take hits, show exhaustion, and react to wounds—even if it means taking a tactical disadvantage. This commitment to roleplaying enriches the experience, making every interaction more vivid and genuine.
- **Building Inclusivity:** Myth thrives on community. Draw others into your story, especially newcomers, to create shared moments of adventure. Helping new players feel valued and involved not only deepens their experience but strengthens the sense of camaraderie that defines Myth.
- **Respect for Safety and Boundaries:** True immersion requires trust. By honoring both in-game and out-of-game boundaries, you help foster a respectful environment. Whether it's intense combat or emotional roleplay, keeping actions within agreed limits ensures a safe and enjoyable experience for all.
- **Living the Lore:** A character rooted in the lore of Hyraeth deepens the world for everyone. Let your character's actions and knowledge reflect their connection to Hyraeth's culture, history, and mysteries. This attention to detail, like a dwarf recounting ancient trade routes or an elf referencing the old forest magic, breathes life into every interaction.
- **Personal Growth Through Experience:** Just as we change in response to life, allow your character to evolve based on their experiences in Myth. Let your character's triumphs, defeats, and relationships shape their perspective. A character who grows over time—becoming braver, wiser, or more compassionate—adds a realistic depth to the story.

CHARACTER ADVANCEMENT

Level	XP Needed	Total XP
1	0	0
2	400	400
3	500	900
4	500	1400
5	500	1900
6	500	2400
7	500	2900
8	500	3400
9	500	3900
10	500	4400
11	600	5000
12	600	5600
13	700	6300
14	700	7000
15	800	7800
16	800	8600
17	900	9500
18	900	10,400
19	1000	11,400
20	1000	12,400

- **Purpose-Driven Adventure:** A clear purpose gives your character direction and creates opportunities for others to engage with your journey. Whether it's a quest for redemption, a personal vendetta, or a mission for knowledge, purpose guides your character's choices and interactions. Welcome both allies and adversaries, letting them become part of your unfolding story.

These elements go beyond the basics of character creation. When combined thoughtfully, they create a character who is compelling, engaging, and integral to the world of Hyraeth. By weaving these traits into your character, you contribute to the magic and realism of Myth, enriching the experience for everyone.





• CHAPTER 3 •

Character Species

Imagine your character weaving through the bustling streets of Aelgate, a sprawling city and cultural hub within the vast realm of Hyraeth. Everywhere you look, there's a vivid tapestry of faces, voices, and styles, as people of all sizes, shapes, and shades come together, creating a vibrant chorus of languages and lifestyles. Mystics in flowing robes, warriors clad in gleaming armor, and artisans displaying their colorful wares all reflect the rich diversity of the realm.

In Hyraeth, Humans are the most common folk, but it's not unusual to see them working side by side with Elves, Dwarves, Wildren, and other remarkable species. Each brings unique cultural values, traditions, and perspectives, shaping interactions and leaving lasting impressions on the city. Elves, for instance, often carry the mantle of magic and nature's guardians, while Dwarves are celebrated for their boundless ingenuity and skilled craftsmanship.

Choosing a species in Myth is more than a matter of appearance—it is an essential part of your character's identity, guiding their view of the world and their role within it. Elves might hold prestigious roles in magical academies, Dwarves could command respect within forges or engineering guilds, and Wildren might serve as vigilant protectors of ancient forests. Each species' heritage influences how others perceive them and how they tackle life's challenges.

With each species come unique strengths and trials, painting a fuller picture of their journey. Elves, known for their wisdom and longevity, might encounter awe or suspicion from those wary of magic's allure. Humans, revered for their adaptability, thrive in diverse roles but often bear the weight of historical ambition and resilience. Meanwhile, a Dwarf venturing into a city of mages might feel like an outsider, while an Elf living among Humans may face prejudice. Yet, staying true to one's heritage can yield rewards—an innate magic sense, a prowess in crafts, or simply a deep-rooted pride in one's culture.

Beyond mere traits, each species carries a mythology that shapes their worldview and provides rich layers to explore. Dwarves might recount tales of legendary smiths who forged artifacts of destiny, while Elves hold close the teachings of ancient sages who unlocked arcane secrets. Drawing these stories into your character's backstory can deepen your roleplaying experience, connecting you to Hyraeth's legacy in meaningful ways.

The descriptions of each species in this chapter provide details to help you embody your chosen heritage. For those wanting to dive even deeper, our website offers comprehensive lore to enrich your understanding. These traits serve as a foundation for your roleplaying style, and you're free to deviate from them. Consider why your character might stand out: a Human raised among Elves may possess a rare blend of practicality and curiosity, while a Dwarf raised by a noble Human paladin may bring fresh ideas to traditional dwarven values.

Take your time as you craft your backstory. Myth encourages you to first immerse yourself in the world and get a sense of Hyraeth firsthand before finalizing your character's history. You can always submit a background later, allowing it to evolve as you experience and grow within the world.

If you have any questions about character creation or game rules, or simply need guidance as you bring your character to life, join us on our Discord channel! Our community is always ready to help and share insights about the world of Hyraeth.



BLOODSWORN

Eons ago, the Bloodsworn were a formidable force, empowered by the mysterious Daeva. With their crimson skin, and elongated pointed ears, they bore the unmistakable marks of their arcane heritage. Known as Gravewalkers, they mastered the dark arts of necromancy, wielding their fearsome powers to shape their legacy.

A LEGACY OF POWER AND DIVISION

The severing of their pact with the Daeva marked a turning point in Bloodsworn history, splitting their people into two distinct factions. The Duskgard now cherish their freedom, standing vigilant against the resurgence of dark influences, while the Shadowbound yearn to reclaim the necromantic power they once commanded. This rift defines the Bloodsworn, as the Duskgard tirelessly protect their independence and the Shadowbound delve into the shadows, eager to resurrect their former glory.

Physical Qualities

The Bloodsworn are a visually striking race, deeply connected to their arcane roots.

- **Clothing:** Reflecting their divided nature, Duskgard favor practical, unassuming attire, while the Shadowbound subtly weave necromantic symbols into their garments.
- **Lifespan:** Although Bloodsworn can live up to 150 years, players must portray Bloodsworn within an average human lifespan for game balance.
- **Ears:** Their elongated, pointed ears echo their mystical origins.
- **Hair:** Their hair ranges from jet black to dark red, embodying the essence of their arcane lineage.
- **Horns:** All Bloodsworn have horns, symbolizing their connection to ancient power.
- **Skin:** Bloodsworn have shades of red or blue skin, a visual testament to their Daeva-linked heritage.
- **Tail:** Some Bloodsworn may possess a tail, though this is optional.
- **Accent:** The Bloodsworn speak in deep, resonant tones, with a haunting cadence that reflects their otherworldly lineage.

Racial Talent: Ancient Oaths

Bloodsworn hold tightly to ancient vows. The "Ancient Oaths" talent allows them to start the event with the Bless effect. Should they venture into Dedrot's realm, they may inform Dedrot's barrister of this boon.

- **Ancient Oaths (Event, Self Only):** You start the event with one Blessing. When you enter Dedrot's realm, Notify Dedrot's barrister of this Blessing. You may reroll one dice of your choosing during Dedrot's Gamble. The Blessing is only used if you reroll a die.

Why You Should Play a Bloodsworn

- **Arcane Mastery:** Perfect for players drawn to the intricacies of dark magic and necromancy.
- **Dual Factions:** Engage in the narrative tension between the Duskgard's vigilance and the Shadowbound's thirst for power.
- **Unique Aesthetic:** With their striking appearance and rich history, Bloodsworn offer a character choice brimming with depth and intrigue.

CHIMERIC ONES

In the vast tapestry of Hyraeth's races and cultures, the Chimeric Ones—hybrids born from two distinct ancestries—embody the convergence of unity and contrast. These individuals walk a unique path between their dual lineages, embracing a life often marked by courage and a dash of daring independence.

NEVER TRULY AT HOME

To each of their parent races, Chimeric Ones may seem more like the other, leaving them as outsiders in both worlds. This struggle for acceptance shapes their journey, whether they lean toward one lineage or blend both heritages. Their resilience and determination allow them to carve out a place of belonging on their own terms.

Physical Qualities

The appearance of a Chimeric One reflects both internal and external influences, often merging traits from each heritage in striking ways:

- **Clothing:** With no strict cultural expectations, Chimeric Ones often dress in the styles of either parent race or create their own unique look that defies tradition.
- **Lifespan:** Their lifespan aligns with that of the parent race to which they feel most connected. Players choose which heritage holds a stronger biological influence over their character.
- **Ears:** The shape and size of a Chimeric One's ears vary, determined by which parent lineage they see as dominant in their appearance.
- **Hair:** Hair color and texture can be a blend of both ancestries, often resulting in unique shades or patterns that reflect their mixed lineage.
- **Skin:** Chimeric Ones may display skin tones or markings influenced by their heritage, creating an appearance that is both familiar and distinctive.
- **Tail:** Chimeric Ones do not possess a tail unless one of their parent races does.
- **Accent:** Their manner of speaking may include accents or phrases from either culture, a subtle but constant reminder of their dual heritage.



Racial Talent: A Heritage of Choice

The dual lineage of Chimeric Ones grants them the option to inherit a racial talent from one of their parent races, chosen based on the dominant physical traits they've embraced. This choice emphasizes their connection to one part of their heritage while honoring both. The chosen talent grants abilities like the magic of the Eldar'el or the unyielding resilience of a dwarf, anchoring them to their predominant lineage.

- **Heritage (Permanent, Self Only):** You may choose any racial talent. You must costume yourself primarily like the race of that respective talent.

Why You Should Play a Chimeric One

- **Challenge:** Embrace the unique complexities of existing between two worlds.
- **Curiosity:** Delve into the nuances of cultural contrasts and social dynamics.
- **Duality:** Experience the journey of a character defined by a heritage that is both divided and united.



DALE ELVES (DALE'EL)

Disillusioned by the rigidity and grandeur of High Elven society, the Dale'el broke away to forge their own path. Their journey led them deep into the untamed wilds of the Pale Lands, where they discovered a kinship with the Wildren and committed themselves to a life intertwined with nature. Through years of dedication and study, they have become steadfast guardians of the wilderness, pursuing enlightenment through nature's delicate balance.

You Who Be a Forest Child

Dale Elves find solace among the towering trees and hidden groves of the forest. Their bond with the land is clear in their knowledge of secret deer trails, tranquil ponds, and the finest trees for climbing. They build their homes in harmony with the environment—often elevated in the trees or nestled in hidden alcoves that blend seamlessly with the natural world.

Physical Qualities

Though considered less regal than their High Elven kin, the Dale'el embody a unique elegance, rooted deeply in the wilds. Their appearance reflects their connection to the natural world:

- **Clothing:** Dale Elves favor earthy, muted tones, wearing garments crafted from plant and animal fibers. Their attire is practical, designed for stealth and ease in the forest. Diplomats among them may choose loose, flowing clothing with patterns evoking woodland hues.
- **Lifespan:** Dale Elves can live up to 120 years, but adventurers should be portrayed within a human age range.
- **Ears:** As with all elves, Dale Elves possess long, pointed ears—a mark of their heritage.
- **Hair:** Their hair ranges in earthy tones from the green of moss to the deep red of autumn leaves, embodying the seasonal palette of the forest.
- **Accent:** Dale Elves speak in a calm, melodious tone, often featuring lilting accents or gentle brogues that mirror the sounds of their woodland homes.

Racial Talent: Focused Precision

The Dale Elves' unique bond with nature heightens their combat precision, allowing them to correct missed strikes with near-magical accuracy. Once per long rest, a Dale Elf can channel this connection to make an unerring attack.

- **Focused Precision (Long Rest, Self Only):** Immediately reuse a Weapon Skill that missed its target, was blocked, or was Resisted.

WHY YOU SHOULD PLAY A DALE ELF

- **Forest:** Your desire for forest adventures drives you to spend as much time in nature as possible.
- **Nature:** You are drawn to characters in tune with the natural world, such as druids or rangers.
- **Balance:** You are committed to the preservation of nature's chaotic balance and captivated by its wonders.

DEEP ELVES (DEP'EL)

Often misjudged and labeled as Dark Elves, the Deep Elves thrive in labyrinthine cities beneath the earth, shunning the sunlight due to their heightened sensitivity. Separated from their Elven kin after the mysterious death of a High Elven ruler, they have long since withdrawn into their subterranean realms, cultivating a unique society and guarded approach to life.

Pragmatic Survival

In the depths, the Deep Elves have forged a society guided by a philosophy where the ends justify the means. Ruled by a formidable matriarchal queen, Deep Elf society embraces a clear structure: male-presenting individuals are often stewards of physical and enforcement roles, while female-presenting individuals excel in magic and leadership. Non-binary or gender-fluid individuals may choose either path, reflecting the Deep Elves' adaptability. Their pragmatic approach to life underscores their resilience and independence.

Physical Qualities

Deep Elves blend Elven heritage with distinct traits adapted to their subterranean existence:

- **Clothing:** Practical and elegant, Deep Elves favor clothing crafted from delicate fabrics, adorned with intricate but functional details suited to life in dimly lit surroundings.
- **Lifespan:** Deep Elves may live up to 120 years, but in gameplay, characters should portray a human age range.
- **Ears:** Long, pointed ears reflect their Elven ancestry.
- **Hair:** Deep Elves have hair in various hues, suited to their mysterious aesthetic.
- **Skin:** Their skin ranges from shades of gray to deep purples, a natural adaptation to their dim environment.
- **Accent:** Their speech is slow and steady, often marked by a calm, minimal inflection that conveys their composed demeanor.



Racial Talent: Mind of the Abyss

Endowed with an unyielding will and a connection to the abyss, Deep Elves naturally resist attempts at controlling their actions. When faced with enchantments, they respond with defiant strength, disrupting any efforts to control them. Deep Elves may resist any skill with the "Control" keyword.

- **Mind of the Abyss (Permanent, Self Only):** State "No Effect" and Resist Control.

Why You Should Play a Deep Elf

- **Mystery:** Ideal for players who enjoy the challenge of portraying a character from a misunderstood and distrusted race.
- **Moral Ambiguity:** Delve into the gray areas of morality, where practicality and survival often trump conventional ethics.
- **Competitive Nature:** Embrace the role of a survivor in a society that values adaptability and resilience above all.



DWARF

Nestled deep within the mountain ranges, dwarves flourish in rugged landscapes shaped by nature's unyielding hand. Holding respect as a birthright, they stand as pillars of resilience in a world brimming with challenges. Though dwarves have long had a history of conflict with Goblins, recent generations seek understanding, bringing fresh perspectives to old rivalries.

Traditions of the Clans

Dwarven culture is steeped in traditions that transcend gender roles. Men take pride in their majestic beards, while women often adorn their hair with intricate braids and beads, each style a unique reflection of heritage and personal journey. These hair traditions—whether beard or braid—carry deep meaning, symbolizing clan lineage and individual honor.

Physical Qualities

Dwarves are recognized by their practical appearance, rich with cultural symbolism.

- **Clothing:** Dwarven garments are durable and functional, often adorned with geometric patterns that convey clan history and individual achievements.
- **Age:** Dwarves may live up to 150 years, but player characters should be portrayed within a human age range.
- **Ears:** While dwarves have rounded ears, they are often hidden beneath their characteristic hairstyles and headgear.
- **Hair:** Male-presenting dwarves typically grow beards and sideburns, symbolizing heritage, while female-presenting dwarves wear elaborate braids decorated with clan motifs. Non-binary and gender-fluid dwarves may choose either style.
- **Skin:** Dwarves typically have skin tones reflecting the earthy shades of their mountainous homes.
- **Accent:** Dwarves speak with a distinct cadence, emphasizing hard consonants, clear articulation, and a unique vernacular.

Racial Trait: Stone Resilience

Born from the heart of the mountains, dwarves possess an innate endurance that mirrors the steadfast nature of stone. This resilience allows them to resist the effects of Maim or Waylay once per short rest, embodying their rugged constitution and the indomitable spirit of their mountainous homeland.

- **Stone Resilience (Short Rest, Self Only):** "Resist" [Maim or Waylay].

Why You Should Play a Dwarf

- **Communal Ethos:** Embrace a culture that values unity, where clan and community are central to daily life, fostering rich social bonds and craftsmanship.
- **Honor and Responsibility:** The dwarven code, rooted in mutual respect, provides a strong foundation for character development focused on ethics and interpersonal relationships.
- **Indomitable Spirit:** Whether in combat, crafting, or diplomacy, dwarves are resilient, making them ideal for players who see themselves as warriors of character and strength.

GOBLIN

Once bound by the dark machinations of evil sorcerers, Goblins have risen from a history marred by war and enslavement. Their rebellion against their oppressors, known as The Masters, is a defining chapter in their journey toward freedom.

The Exodus Across Hyraeth

After the revolution, Goblins found themselves without a homeland, migrating southward across Hyraeth. Forming close-knit tribes, they established communities founded on kinship and mutual support. Though they face prejudice—especially from elder Dwarves—Goblins persist with optimism, actively trading and interacting within Hyraeth as they steadily carve out a place in a world that is slowly learning to accept them.

Physical Qualities

Goblins are diverse in appearance, shaped by their adaptability to new environments.

- **Clothing:** Goblin attire is practical and often muted in color, reflecting a utilitarian approach to life. Goblin merchants may adopt the styles of cultures they frequently trade with.
- **Age:** Goblins age similarly to humans.
- **Ears:** Their ears are green and pointed, bearing a resemblance to those of Elves.
- **Skin:** Goblins have green skin.
- **Accent:** Goblins speak with a nasal tone punctuated by grunts and shouts, a linguistic imprint of their tumultuous past.

Racial Trait: Relentless Recovery

Goblins possess a remarkable ability to recover from injuries and ailments, symbolizing their resilience and adaptability. Once per long rest, they can heal to full Hit Points, curing any diseases, poisons, or maims. This ability can be activated even during bleedout, reflecting the tenacity of their spirit.

- **Relentless Recovery (Long Rest, Self Only):** "Heal all Hit Points and Cure Disease, Poison, and all Maims." You may use this skill during Bleed Out.



Why You Should Play a Goblin

- **Resilience Against Odds:** Step into the role of an underdog striving for acceptance and respect.
- **Cultural Architect:** Contribute to the evolving Goblin culture, incorporating and enriching elements borrowed from other societies.
- **Noble Aspirations:** Showcase the potential for honor and nobility in a race overcoming a dark past.



HIGH ELVES (ELDAR'EL)

Renowned as the intellectual and cultural apex in Hyraeth, the High Elves of the Eldar'el reside in the majestic city of Madrona. Governed democratically, they uphold ancient laws and embody a society where knowledge and artistry are more than pursuits—they are a way of life. The Deep Elves, however, view the Eldar'el with skepticism, respecting their intellect but haunted by a tragic assassination that cast a shadow over their shared history.

In the Pursuit of Knowledge

Eldar'el society possesses an insatiable thirst for knowledge. Their vast libraries hold treasures of history, magic, and art, cementing their status as esteemed scholars and artists. Known for their eloquent and precise language, High Elves sometimes struggle with the subtleties of casual or emotional dialogues, a nuance often lost in their formal communication style.

Physical Qualities

High Elves are known for their graceful demeanor, though some may perceive this as aloofness.

- **Clothing:** High Elves dress in elegant yet practical attire, favoring metallics, jewel tones, and light colors that reflect their refined aesthetic.
- **Age:** High Elves may live up to 120 years, but player characters are portrayed within a human age range.
- **Ears:** Long, pointed ears are a distinct trait of their Elven heritage.
- **Hair:** High Elves possess a range of diverse hair colors.

Racial Talent: Arcane Echo

Masters of the arcane arts, High Elves have the ability to replicate their last spell in critical moments, a talent known as "Arcane Echo." This gift allows them to recast their previous spell once per long rest, enhancing their spellcasting prowess and solidifying their reputation as premier magicians.

- **Arcane Echo (Long Rest, Self Only):** Use any Through effect a second time within 10 seconds, or lose Arcane Echo.

Why You Should Play a High Elf

- **Scholarly Pursuit:** Ideal for those captivated by the pursuit of knowledge and the mysteries of the world.
- **Elegant Sophistication:** Embrace the role of a character who embodies elegance and intellect, while navigating the challenges of social nuances.
- **Cultural Connoisseur:** Perfect for players drawn to the allure of civilization and culture over the primal forces of nature.

HUMANS

In Hyraeth's tapestry of races, Humans stand out for their boundless ambition and remarkable adaptability. With relatively short lifespans, they approach life with an urgency to seize opportunities and shape their destinies. Their diverse customs, morals, and lifestyles mirror the various environments they inhabit. Despite their recent emergence in Hyraeth's history, Humans have swiftly risen to prominence, celebrated for their resourcefulness and dynamic cultures.

Endless Diversity

From their nomadic origins to establishing realms like the Kingdom of Cantara, humans epitomize the spirit of change and potential. Their lack of a singular ancestral home has not hindered but rather fueled their drive to influence and adapt to the world around them.

Physical Qualities

Humans reflect diversity in every aspect of their appearance.

- **Clothing:** From the practicality of Attercup Domain attire to the high fashion of Cantara, human clothing showcases the richness of their culture.
- **Age:** Human lives, often brief compared to other races, rarely surpass 80 years, though some have reached ages as high as 121.
- **Hair:** Human hair varies greatly in type, color, and length, reflecting their wide genetic diversity.
- **Skin:** Human skin tones range broadly, from pale pink to deep umber, highlighting their adaptability.
- **Accent:** Human accents are as varied as their appearances, with distinct regional differences.

Racial Talent: Class Versatility

Humans' greatest strength lies in their adaptability. Unlike other races with specific specialties, humans can master multiple disciplines without additional cost, allowing them to adopt a second class at no cost.



This versatility makes them unpredictable and highly capable in a realm filled with specialists.

- **Class Versatility (Permanent, Self Only):** You may purchase the opening skill of your second class at no cost.

Why You Should Play a Human

- **Dynamic Potential:** Humans' adaptability and ambition make them a versatile choice, excelling in countless roles across Hyraeth.
- **Relatable and Resourceful:** Playing a human offers a familiar starting point with endless room for creativity, allowing you to explore rich personal stories and deep connections to other cultures.
- **Versatility:** Humans' common presence in the game enables seamless integration into diverse scenarios and settings, highlighting their potential to thrive in any situation.



SUKH

In the vast expanses of Hyraeth's deserts, the cat-like Sukh roam as nomadic traders, renowned for their pride in commerce and a reputation that teeters between fear and respect. Their loyalty is as fierce as their curiosity, finding joy in the sun-baked sands of their ever-shifting homes. The Sukh's trade routes are vital arteries of commerce across Wayland's continents.

Wandering Caravans

The Sukh live a life of perpetual motion, with their caravans weaving through the desert lands between Khemzutaten and Elheem Hassad. In their matriarchal society, women and esteemed traders known as the Tajal lead caravan operations, while men play supportive and protective roles, ensuring the safety of their precious goods and families.

Physical Qualities

Each Sukh is distinct, with unique feline features and patterns.

- **Clothing:** Masters of weaving and tailoring, the Sukh produce vibrant garments but typically trade them, often wearing simpler attire from their trading partners. Their clothes are practical yet colorful, reflecting their desert heritage.
- **Age:** Sukh age similarly to humans.
- **Accent:** A deep, guttural tone marks their speech, enriched with a purring sound and rolling Rs.
- **Feline Features:** All Sukh display feline make-up, including cat-like fangs, tails, ears, and optional cat-like eyes.

Racial Trait: Nine Lives

In a world where mortality is a constant threat, the Sukh are an exception. Blessed with extraordinary resilience, they can cheat death itself, revitalizing even when on the brink of the abyss. This knack for survival gives them a reputation as fearless adventurers and relentless warriors. Once per long rest, they miraculously heal one hit point at the end of their death count instead of bleeding out, allowing them to rejoin the fray or escape to fight another day.

- **Nine Lives (Long Rest, Self Only):** Instead of taking the Death Effect at the end of your Bleed Out or Poison count you may state "Heal one Hit Point" rather than dying and you are no longer Diseased or Poisoned.

Why You Should Play a Sukh

- **Skilled Negotiator:** Step into the role of a savvy trader, mastering the art of negotiation and barter.
- **Cultural Ambassador:** Represent and share the unique values and traditions of the Sukh community.
- **Inclusive Society:** Experience a race that embraces outcasts and hybrids, reflecting a deep understanding and acceptance of diversity.

WILDREN

The Wildren, descendants of fey creatures, live in deep harmony with the forest realms of Hyraeth. Their distinctive appearance—featuring antlers or horns and often goat-like legs or deer tails—makes them a unique and integral part of the forest's tapestry. Friendly by nature, Wildren tribes are dedicated to preserving and protecting their natural home.

Harmony with Nature

Living in hidden familial communities, Wildren tribes cherish the tranquility and beauty of the forest. They take pleasure in the simple joys of nature, finding contentment in the life surrounding them. While innately peaceful, Wildren are prepared to defend their forest fiercely against threats, using nature's gifts as their means of protection.

Physical Qualities

The Wildren possess distinct traits that reflect their bond with the natural world.

- **Antlers or Horns:** Every Wildren has antlers or horns, varying in shape and size and symbolizing their tribal identity and heritage.
- **Clothing:** Wildren wear clothing in earthy tones, crafted from natural materials found in the forest, which reflects their environment and lifestyle.
- **Ears:** Their ears resemble those of goats or deer, adding to their feral appearance.
- **Hair:** Many Wildren adorn their hair with flowers or leaves, enhancing their connection with the forest.
- **Age:** Wildren have lifespans that align with human years.
- **Accent:** Wildren speech patterns vary; the young speak in lively tones, while elders have more measured, reflective voices.

Racial Talent: Nature's Embrace

Wildren share a unique bond with the natural world, rooted in their very essence. By pressing both hands against a tree, they can tap into Hyraeth's life force,



creating a temporary shield that makes them immune to all forms of attack—whether physical or magical. This sacred connection grants them a brief respite in battle, reinforcing their role as guardians of the forest. Once used, this talent requires a long rest before it can be invoked again.

- **Nature's Embrace (Long Rest, Self Only):** While you have both hands touching a tree, you may state, "Sanctuary." While you are under the effects of Nature's Embrace, you may still speak without breaking Sanctuary.

Why You Should Play a Wildren

- **Nature's Child:** Perfect for players who feel drawn to the serenity of the forest and seek harmony with nature.
- **Peacemaker:** Take on the role of a mediator, balancing the needs of civilization with the natural world.
- **Cultural Explorer:** Discover a peaceful and accepting community, rich with opportunities for diverse role-playing experiences.



• CHAPTER 4 •

Character Classes

In Myth, your character's class is more than just a title—it's a foundation that shapes your unique abilities, strengths, and legacy in the world of Hyraeth. With 12 core classes, such as Alchemist, Artificer, Fighter, Paladin, each class serves as a header, providing a set of skills that reflect the essence of that role. These classes establish iconic archetypes, but they're designed to support the vision you have for your character, letting you blend skills across classes to forge a distinct path.

Class Flexibility

Your chosen class is a flexible foundation. Although each class offers a themed skill set, you're welcome to add skills from other classes, creating a multi-faceted character. For example, if you're a Ranger who learns a few Druid spells, you can still call yourself a Ranger—or embrace the Druid title if that fits your character's journey. This flexibility lets you build a character that either honors a traditional archetype or combines elements in unique ways that stand out in the world of Myth.

How to Multiclass in Myth

Expanding beyond your primary class, multiclassing allows you to mix the strengths of up to three distinct paths:

- **Choosing Your Primary Class:** Start by selecting a primary class for your character. This choice grants you an "opener skill" that introduces you to the class's core abilities, allowing you to fully immerse in its defining traits.
- **Exploring Additional Classes:** If you want to broaden your skillset, you can unlock up to two additional classes by purchasing each class's opener skill. These opener skills grant access to new talents and abilities, serving as keys to new realms of potential for your character.
- **Using Character Points (CP):** As you attend Myth events, you gain Experience Points (XP). Each level-up grants 50 CP, which you can use to buy skills from your primary or additional classes. This system fuels growth, whether enhancing your original class or branching out into new abilities.

CHARACTER CLASSES

Class	Description
Alchemist	A curious chemist blending potions and poisons, wielding the volatile magic of transformation.
Artificer	A clever inventor, channeling arcane forces through crafted creations and ingenious devices.
Bard	A charismatic storyteller, channeling magic through words and song to inspire, charm, and shape the hearts of allies and foes alike.
Cleric	A devoted servant of divine powers, channeling their faith to heal the wounded and smite the forces of darkness.
Druid	A guardian of nature, drawing strength from the wild to shape life and weather.
Fighter	A disciplined warrior, mastering arms and armor to overcome any foe.
Gravewalker	A shadowed soul, guiding the lost and wielding necrotic magic to control death's domain.
Paladin	A righteous champion, bound by oath to protect the innocent and vanquish darkness.
Ranger	A keen-eyed hunter, blending survival skills with deadly precision in the wild.
Rogue	A cunning opportunist, skilled in stealth and deception to exploit every weakness.
Runesmith	An ancient mystic, weaving the power of runes to unlock hidden arcane potential.
Wizard	A master of the arcane, wielding studied spells to reshape reality with sheer intellect.



ADVENTURING & SKILLS

Your character's skills embody the talents that set them apart as an adventurer. As you progress, you earn CP to purchase skills that enhance your character's capabilities, letting you unlock new gameplay options. While these skills enrich your character's abilities, it's your roleplaying, costume, and interactions with others that truly bring your character to life.

SKILL TIERS AND FLEXIBILITY

Myth's skills are structured into tiers and flexible enough to let you craft a unique skillset:

- **Free Skills:** After choosing a class and receiving your opener skill, you may select any Free Skills that suit your character's background. Free Skills that aren't chosen initially can still be taken later if they fit your journey.
- **Basic Skills (10–30 CP):** Available to everyone, Basic Skills let you gain fundamental abilities, even if they don't align with your chosen class. Open skills allow you to explore other areas without fully multiclassing.
- **Class Skills (40–60 CP) & Skill Chains:** Once you have an opener skill, you can build a "skill chain" in that class. Each skill chain starts with a 40 CP skill, then progresses to 50 and 60 CP skills. A 50 CP skill unlocks access to others at the same level, and similarly for 60 CP skills, giving you the freedom to choose any skill within the level.
- **Multi-Purchase Skills:** Some skills can be purchased multiple times, up to five unless otherwise specified. Skills marked with a red flag can only be purchased once.

GRANDMASTER SKILL

Reaching level 20 is a landmark achievement that reflects your character's growth. At this point, you gain a Grandmaster Skill, a powerful ability that sets you apart. You may only choose one Grandmaster Skill, and if you're multiclassed, you'll select it from the class where you've invested the most CP. Starting at level 18, you may submit a Grandmaster Skill recommendation, and the Rules Team will collaborate with you to develop it.

SKILL TRAINING & IMMERSIVE LEARNING

Skills in Myth don't require NPC training, so you're free to develop your character's abilities without worrying about in-game availability. However, roleplaying the learning process with another character can add depth to your journey, creating memorable experiences.

SKILL DURATIONS AND KEYWORDS

Most skills in Myth have a duration of one minute unless otherwise noted. Skills also use keywords that quickly convey effects and conditions in gameplay, allowing for smooth and immersive combat without lengthy explanations.



ALCHEMIST

Alchemists are the master chefs and brewers of the realm, merging natural lore with arcane secrets in the tradition of the ancient Sukh. These artisans craft potions with the same care as a gourmet preparing a feast, sharing their knowledge in the hallowed halls of alchemical colleges, or pursuing perfection in secluded workshops. Their creations are as varied as the finest cuisines, imbued with magic to heal, harm, or bewitch. They reflect their role as pivotal figures in the delicate balance between nature and the mystical forces they harness.

Character Hook

As you breathe life into your alchemist, ponder what drives their quest. Are they seeking to concoct the ultimate cure, unlock the secrets of transmutation, or perhaps right a wrong with their elixirs? Your character's story begins with that spark–the catalyst for their alchemical endeavors.

Opener Skill

[Main: Free | Second: 40 CP | Third: 40 CP]

- **Novice Alchemy:** You may craft Novice alchemy recipes. You may open an Alchemical Vial and look at the tag without "drinking" the potion.

40 CP Skills

Novice Alchemy Flask (Event, Self only, Item: A Stylized Flask or Bottle and a Novice Alchemy Vial): Use a Novice Alchemy Vial by putting it into your flask. Write "Novice Alchemy Flask" on the tag of the Vial you are expending and keep it with the flask. You may use that Alchemy Vial once per Short Rest for the entire event. Only you can use this flask.

Personal Stash (Short Rest, Item: Alchemy Vial): When you use an Alchemy Vial on yourself, you may immediately give the tag to someone to share the effect.

Quickflask (Short Rest, Self only, Item: Alchemy Vial): You can gain the effect of an Alchemy Vial in your possession without opening and drinking the Alchemy Vial. The Vial is still used up. You must say the incant of the Alchemy Vial you are consuming. Ex. "Bestow

Resist Fire," Found on Page 47

Refined Palette (Permanent, Item: Alchemy Vial): When you use an Alchemy Vial on yourself or others that have a numerical effect (i.e., Heal 3), you may add +1 to that number.

For Medicinal Purposes (Short Rest, Self Only, Item: Alchemy Vial): When you have an Alchemy Vial that causes Damage, you can instead Heal the same amount. (Ex: Elixir of Storm Giant Strength would normally do "Damage 6" but with this potion you would "Heal 6.")

50 CP Skills

Journeyman Alchemy (Permanent): You may craft Journeyman Alchemy recipes.

Journeyman Alchemy Flask (Event, Self only, Item: A Stylized Flask or Bottle and a Journeyman or Novice Alchemy Vial): Use a Journeyman or Novice Alchemy Vial by putting it into your flask. Write "Journeyman Alchemy Flask" on the tag you are expending and keep it with the flask. You may use that Alchemy Vial once per Short Rest for the entire event. Only you can use this Flask. Prerequisite: Journeyman Alchemy.

Augment Potion (Short Rest, Self only): You may double all numerical effects of an Alchemy Vial.

Last Drop (Short Rest, Self Only): Re-use a Journeyman or Novice Alchemy Vial that you have used that day.

Potency (Permanent, Self only): Alchemy Vials with Bestow effects remain active until used or the end of Event, rather than expiring after a Short or Long Rest. Alchemy Vials increased by Augment Potion return to base value after a Short or Long Rest.

60 CP Skills

Master Alchemy (Permanent): You may craft Master Alchemy recipes. You can now deliver potions with the Heal or Cure keywords via packet.

Master Alchemy Flask (Event, Self only, Item: A Stylized Flask or Bottle and an Alchemy Vial): Use any Alchemy Vial by putting it into your flask. Write "Master Alchemy Flask" on the tag of the Vial you are expending and keep it with the flask. You may use that Alchemy Vial once per Long Rest for the entire event. Only you can use this flask. Prerequisite: Master Alchemy.

Alchemical Inoculation (Long Rest, Self Only): When you use a potion to gain a "Resist" effect, instead of a one-time resist, it will "Resist" all of that effect for 5 minutes.

Enhanced Metabolism (Permanent): When using a potion with more than one effect, you may ignore any negative effects and gain all beneficial ones.

Master Battlefield Concoction (Event, Self only): With no components, you may immediately gain the effects of any Alchemy recipe in your Repertoire. Prerequisite: Master Alchemy.

How to Make Alchemy Vials

We bring the mystical essence of alchemy to life using a variety of faux plants to represent magical ingredients. Adventurers can acquire these materials by exploring the world, trading with fellow players and NPCs, or obtaining them from vanquished foes.

PRESERVING COMPONENTS

Imagine you've spent the day on an adventure and you have a pouch full of plants, magical components, and gems. Instead of keeping these items indefinitely, you may present your findings to the Barkeep. In exchange for the physical items, you receive cards representing your components. These cards are convenient to carry and manage, and turning in the physical items allows the cast to redistribute the items so other players can find and use them.

CREATING ALCHEMY VIALS

Alchemists can create Alchemy Vials by bringing the proper components to the Tavern. When you arrive, you'll submit the required components to the Barkeep. The Barkeep will tell you how long it will take to produce your Alchemy Vial. After that time, you may return to get your newly created Alchemy Vial. Alchemy comes in three different levels: Novice, Journeyman, and Master. Each level represents a deeper understanding and mastery of Alchemical arts.

USING ALCHEMY VIALS

Anyone may use an Alchemy Vial. To use one:

- **Remove:** Remove the cap and the rolled-up paper inside.
- **Roleplay:** Act like you are drinking the potion.
- **Read:** Unroll and read the paper so you know how the potion affects you.
- **Roleplay:** Follow the instructions and act out the potion's effect.

You may not open an Alchemy Vial solely to determine what the contents of the Vial are unless you are an Alchemist.

Vials and their Recipes

The following is a basic list of Alchemy Vials. When new Vials are discovered, any Alchemist may use them. Please see the Barkeep in game or the Profession Book for a full list of currently available Vials.

ALCHEMY COMPONENTS

Alkahest: Used in all Journeyman potions.
Glowbloom: Used in all Master potions.

COMPONENTS AND THEIR TRAITS:

Chokecherry (Water)
Crimson Eye (Blood)
Crown of Cantara (Divine)
Dedrot's Finger (Spirit)
Dream Tendril (Mind)
Highland Aster (Air)
Myrthfruit (Arcane)
Scandelen's Fiddlehead (Fire)
Sunburst (Nature)
Twilight Dahlia (Earth)

Novice Vials

Beginning their journey, Novice alchemists experiment with essential ingredients to create foundational potions for those new to potion-making. Here are some examples:

Potion of Healing (Any Plant): "Heal 3 Hit Points."

Oil of Sharpness (Twilight Dalia, Bestow-Weapon): "Bestow: Increase the Damage of your next Called Melee Weapon Damage by 2."

Elixir of Fire Resistance (Scandelen's Fiddlehead, Bestow-Resist): "Bestow: Resist Fire."

Elixir of Water Resistance (Chokecherry, Bestow- Resist): "Bestow: Resist Water."
Elixir of Air Resistance (Highland Aster, Bestow- Resist): "Bestow: Resist Air."

Elixir of Earth Resistance (Twilight Dalia, Bestow-Resist): "Bestow: Resist Earth."

Potion of Arcane Resonance (Myrthfruit, Bestow-Utility): "Bestow: Increase the Damage of your next Damage Causing Spell Packet by 2."

Potion of False Life (Dedrot's Finger, Bestow: Temporary Hit Points) "Bestow: 3 Temporary Hit Points."

Oil of Accuracy (Highland Aster, Bestow: Weapon) "Bestow: Increase the Damage of your next Called Range Weapon Damage by 2."

Tanglefoot Powder (Highland Aster, Packet): "Slow."

Journeyman Vials

Advancing to the Journeyman level, alchemists gain access to complex recipes and ingredients, crafting potions with more varied and potent effects. Journeyman potions always use the Alkahest component as a base and another component. Here are some examples:

Potion of Greater Healing (Any Plant) "Heal 6 Hit Points."

Oil of Greater Sharpness (Twilight Dalia, Bestow: Weapon) "Bestow: Increase the Damage of your next Called Melee Weapon Damage by 4."

Potion of Greater Arcane Resonance (Dream Tendril, Bestow: Utility) "Bestow: Increase the Damage of your next Damage Causing Spell Packet by 4."

Elixir of Paralysis Resistance (Myrthfruit, Bestow: Resist) "Bestow: "Resist" Paralyze."

Rusting Powder (Scandelen's Fiddlehead, Packet) "Crit Shatter [Weapon or Shield]."

Powder of Snaring (Chokecherry, Packet) "Snare."

Potion of Cure Disease (Crown of Cantara) "Cure Disease."

Potion of Lesser Restoration (Crown of Cantara) "Restore a Short Rest Skill of your choice."

Potion of Cure Poison (Myrthfruit) "Cure Poison."

Potion of Courage (Dream Tendral, Bestow: Enhance) "Bestow: 'Resist' Fear."

Master Vials

At the Master level, alchemists create the most potent potions using rare ingredients, showcasing their expertise and mastery. You've made a lot of potions in your time and earned the ability to experiment with creating new concoctions. Master potions always use the Glowbloom component as a base and another component. Here are some examples:

Potion of Superior Healing (Any Plant) "Heal all Hit Points."

Oil of Superior Sharpness (Twilight Dalia, Bestow: Weapon) "Bestow: Increase the Damage of your next Called Melee Weapon Damage by 6."

Elixir of Superior Arcane Resonance (Myrthfruit, Bestow- Utility): "Bestow: Increase the Damage of your next Damage Causing Spell Packet by 6."

Potion of Superior False Life (Dedrot's Finger, Bestow: Temporary Hit Points): "Bestow: 6 Temporary Hit Points."

Elixir of Superior Fire Resistance (Scandelen's Fiddlehead, Bestow: Resist) "Bestow: "Resist" Fire for 5 minutes."

Potion of Greater Restoration (Crown of Cantara): "Restore all Short Rest Skills."

Potion of Haste (Twilight Dalia, Bestow: Enhance): "Bestow: For 5 minutes, whenever you use a Short Rest Skill, you immediately gain another use of that Skill." You must use the additional skill within 10 seconds, or the skill is lost. This effect does not chain. You gain Exhaustion.

Potion of Blessing (Crown of Cantara, Target: Corpse): I grant you a Blessing. When you enter Dedrot's realm, Notify Dedrot's Barrister of this Blessing." You may reroll one die of your choosing during Dedrot's Gamble. The Blessing is only used if you reroll a die and expires at the end of the day.

Sleeping Powder (Dream Tendril, Packet): "Sleep."

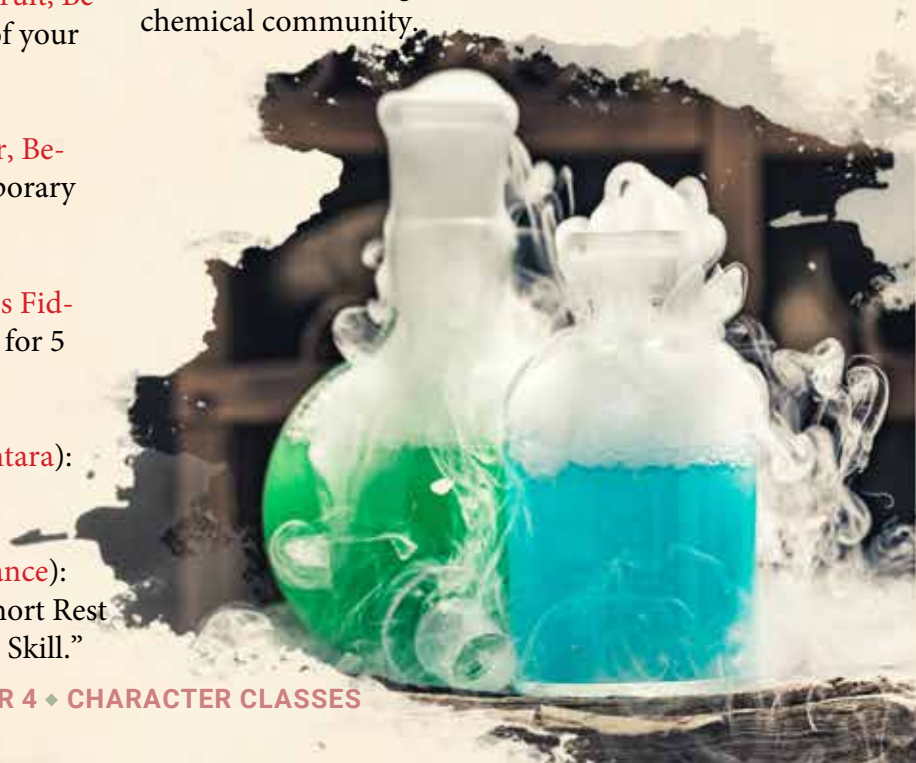
Potion of Superior Restoration (Crown of Cantara): "Restore a Long Rest Skill of your choice."

Unearthing Lost Alchemical Secrets

In your travels, you might unearth ancient potion recipes, long forgotten by the sands of time. Upon submitting these rare finds to the Barkeep, you and all other Alchemists gain access to the knowledge on how to create these new Vials. Your discovery then transcends personal gain, contributing to the collective wisdom and skill of the entire Alchemical community.

Experimentation: Alchemical Mastery

Players who have purchased Master Alchemy may submit an Experiment to the Barkeep once an Event. Submit components and an Experiment form and the Myth staff will review your proposal and determine if the experiment was successful. If it is, the new recipe will be added to the game, available to the entire Alchemical community.





ARTIFICER

Embark on the path of the Artificer, where magic meets ingenuity and unfolds in a symphony of invention. Artificers are more than mere artisans; they are explorers, visionaries, and creators who fuse arcane knowledge with crafted wonders. Their work defies the mundane, transforming the impossible into reality and bringing forth tools that reshape the world.

In their endless quest for discovery, Artificers challenge conventions, collaborating with other artisans while fiercely guarding their trade secrets. Prestige and reputation hinge on these mysteries, making arcane knowledge, resources, and craftsmanship as valuable as gold in a world where invention is art and war.

Character Hook

Every Artificer has rivals and obstacles. Is there a nemesis who constantly seeks to outsmart you? Did a daring experiment gone wrong launch you on your path? Or are you in pursuit of an artifact or ancient knowledge that promises to revolutionize your craft? Your Artificer's story is woven from ambition, rivalry, and the pursuit of extraordinary creations.

Opener Skill

[Main: Free | Second: 40 CP | Third: 40 CP]

- **Novice Enchanting:** You can craft Novice Enchanting recipes, marking the beginning of your journey into the enchanting arts.

Novice 40 CP Skills

Novice Talisman (Event, Self Only, Item: A Trinket or Talisman): Enchant a Novice Enchantment into a Trinket. Write "Novice Talisman" on the tag you are expending and keep it with the item. Use that enchantment as per the tag for the entire event.

Mystic Momentum (Short Rest, Self Only): When you use a Magic Item that you are Attuned to, gain an additional use of that skill that must be used immediately.

Rapid Attunement (Short Rest, Self Only): Remove, add, or swap a Magic Item Attunement. Cursed items

still follow their normal Attunement rules.

Recalibration (Short Rest, Self Only): Change the Trait keyword of a Magic Item's skill you are using to any other Trait.

Attuned Defense (Short Rest, Self Only, Bestow: Temporary Armor): "Bestow: X Temporary Armor Points" where X is the number of items you currently have attuned.

Journeyman 50 CP Skills

Journeyman Enchanting (Permanent): You may craft Journeyman Enchanting recipes.

Journeyman Talisman (Event, Self Only, Item: A Trinket or Talisman): Enchant a Novice or Journeyman Enchantment into your Trinket. Write "Journeyman Talisman" on the tag you are expending and keep it with the item. Use that enchantment as per the tag for the entire event. Prerequisite: Journeyman Enchanting.

Empower Item (Short Rest, Self Only, Item: Attuned Item): Double all numerical effects of one of the Artificer Enchantments attuned to you.

Use Magic Device (Permanent, Self Only): Use or attune to a Magic Item regardless of restrictions.

Recurring Enchant (Short Rest, Self Only): Re-use a Journeyman or Novice Enchant that you have used that day.

Master 60 CP Skills

Master Enchanting (Permanent): You may craft Master Enchanting recipes. Prerequisite: Journeyman Enchanting.

Master Talisman (Event, Self Only, Item: A Trinket or Talisman): Enchant a Novice, Journeyman, or Master Enchantment into your Trinket. Write "Master Talisman" on the tag you are expending and keep it with the item. Use that enchantment as per the tag for the entire event. Prerequisite: Master Enchanting.

Magic Item Mastery (Permanent, Self Only): You may attune two additional items.

Workaround (Event, Self Only): You may enchant a Yellow Stickered item with an Enchantment you may cast that is one quality higher than the item. Master enchantment into Journeyman item or Journeyman enchantment into Novice item. Tell the Barkeep of this skill when turning in your craft. Prerequisite: Master Enchanting.

Master Efficiency (Event, Self Only): Immediately use the effect of any Master Enchanting Recipe you possess without materials. Prerequisite: Master Enchanting.

How to Make Enchanted Items

The world of enchanting comes alive with mystical artifacts and components. Adventurers can collect these items through exploration, trading, or by claiming them from defeated foes. Preserved components are exchanged at the barkeep, where they are crafted into items with magical properties, each marked with a unique enchantment card for easy handling.

Creating enchanted items requires submitting your preserved components and the base item to be enchanted to the barkeep, who oversees the process. Once enchanted, items become integral to gameplay, allowing you to use the attached magical abilities as described by the enchantment tag. Keep in mind that each item can only be enchanted once; a new enchantment will replace any existing one. Newly enchanted items expire after one year.

Optional Upgrades

Artificers may invest gold or XP to add optional upgrades when enchanting items.

- **Permanency:** Permanency makes an item last indefinitely, with the cost varying based on the item's level.
- **Soulbinding :** Soulbinding links an item to your character, ensuring it is returned if lost and allowing it to be inherited if you fall. Soulbound items are marked with a green sticker and your character ID.

Innovation and Enchanting Mastery

Upon reaching master status, Artificers unlock the ability to experiment, creating custom enchantments. Submit a preserved component and experiment form to hypothesize a unique effect. The Myth team will as-

sess the proposal, adding it to the game, adapting it, or using it as inspiration for future enchantments. Here, you aren't just crafting—you're pioneering the future.

How to Make Enchanted Items

We bring the enchanting world of magic to life through the use of various mystical components and artifacts. Adventurers can acquire these materials by exploring the world, trading with fellow players, or obtaining them from vanquished foes.

PRESERVING COMPONENTS

Imagine you've spent the day on an adventure and you have a pouch full of plants, magical components, and gems. Instead of keeping these items indefinitely, you may present your findings to the Barkeep. In exchange for the physical items, you receive cards representing your components. These cards are convenient to carry and manage, and turning in the physical items allows the cast to redistribute the items so other players can find and use them.

CREATING ENCHANTED ITEMS

Enchanters can create magical items by bringing the enchantment materials and the enchantable item they wish to enchant to the barkeep. Enchanting involves adding magical skills or spells to your item, which are part of the game's world. Once your item is enchanted and you're attuned to it, it's as if you possess those magical skills or spells yourself, and you can use them as often as the item card allows. Keep in mind that an item can only be enchanted once; if it already has an enchantment or effect, your new enchantment will replace the old one. After submitting your item for enchantment, the barkeep will let you know how long the process will take. Once it's done, you can return to collect your newly enchanted item, ready to wield its magical abilities. Newly created magic items expire one year after creation.

OPTIONAL UPGRADES

When creating a magic item, you may opt to spend gold or XP on additional upgrades at the time the item is crafted.

- **Permanency:** You may make a magic item last indefinitely by spending either gold or XP based on the recipe level. Novice items are 10 gold or 500 XP, Journeyman items are 25 gold or 1000 XP, and Master items are 50 gold or 1500 XP.
- **Soulbinding:** Soulbinding is a process where you attach an item to your character's spirit, creating a special bond. At the end of an event, any items that are soulbound to your character must be returned to you. These items are easily identifiable as they are marked on the item card with your character's name on them. To soulbind an item, it either costs 25 gold or 1000 XP. If your character meets a permanent end, you have the choice to decide who inherits the soulbound item. However, the chosen recipient has the option to accept or refuse it. Also, it's important to note that you cannot gift a soulbound item to a player who has previously had a soulbinding with that same item.

Using Magic Items

TO USE A MAGIC ITEM:

- **Attunement:** The item must be attuned to you.
- **Roleplay:** Perform any necessary actions or incantations as described by the item.
- **Effect:** Experience the magical effects as outlined by the enchantment.

Enchanting and Its Recipes

The journey through the world of enchanting unfolds in a mesmerizing way, segmented into three distinct skill levels: Novice, Journeyman, and Master. Each level represents a deeper understanding and mastery of enchanting arts.

ENCHANTING COMPONENTS

Moonlit Gossamer: Used in all Journeyman Enchantments.
Soul Orb: Used in all Master Enchantments.

COMPONENTS AND THEIR TRAITS:

Celestial Pearl (Divine)
Crystalized Aether (Arcane)
Cursed Blood (Blood)
Daeva Tainted Heart (Fire)
Ectoplasm (Spirit)
Glimmerbark (Nature)

Griffin Feather (Air)
Permafrost Icicle (Water)
Primordial Bone (Earth)
Sentient Brain (Mind)

Novice Enchanting

Enchants items with magical skills. Here are some examples:

NOVICE ENCHANTING

Bark Skin (Primordial Bone, Short Rest, Packet): "Through Earth, Bestow: 1 Temporary Armor Point."

Blood Spear (Cursed Blood, Short Rest, Packet): "Through Blood, Damage 3."

Cure Light Wounds (Celestial Pearl, Short Rest, Packet): "Through Divine, Heal 2 Hit Points."

Pacify (Crystalized Aether, Short Rest, Packet): "Through Arcane, Daze."

Slow (Griffin Feather, Short Rest, Packet): "Through Air, Slow."

Spin (Griffin Feather, Packet, Short Rest): "Through Air, Control, Spin in place 3 times."

Nature Spear (Glimmerbark, Packet, Short Rest): "Through Nature, Damage 3."

Air Spear (Griffin Feather, Packet, Short Rest): "Through Air, Damage 3."

JOURNEYMAN ENCHANTING

All Journeyman Enchants require a Moonlit Gossamer in addition to the specified component.

Awaken (Glimmerbark, Packet, Short Rest): "Through Nature, Cure Waylay and Sleep."

Cure Disease (Celestial Pearl, Packet, Short Rest): "Through Divine, Cure Disease."

Dungeon Delver (Griffin Feather, Short Rest, Self Only): "Resist" trap Damage and effects.

Fast Clotting (Cursed Blood, Permanent): Your default Bleed Out timer is increased to 10 minutes and your default poison timer is increased to 5 minutes.

Mind Sliver (Sentient Brain, Short Rest, Voice): "Through Mind, To [single target] Crit Damage 2."

Nature's Resistance (Glimmerbark, Short Rest, Self Only): "Resist" Nature.
Personal Spell Shield (Crystallized Aether, Short Rest, Self Only): "Resist" a Through effect. Personal Spell Shield cannot be used to resist a "Death" effect unless otherwise stated.

Repair Wounds (Celestial Pearl, Packet, Short Rest, Burst 2): "Through Divine, Heal 5 Hit Points."

Spell Penetration (Crystallized Aether, Short Rest): Immediately recast a packet spell your target resisted.

Tongues (Glimmerbark, Short Rest, Voice): "Through Nature, to everyone in this area, we speak the same language for 5 minutes." You may only cast this spell at a normal tone of voice.

MASTER ENCHANTING

These enchanting recipes require a Soul Orb and the component specified in the recipe. Here are some examples:

Augment Potion (Permafrost Crystal, Short Rest, Self Only): You may double all numerical effects of an Alchemy Vial.

Rally (Celestial Pearl, Long Rest, Packet): "Through Divine, Cure Paralyze and Daze." You may use this skill under the Paralyze or Daze effect.

Spell Inversion (Crystallized Aether, Short Rest, Self-Only): You may "Resist" a Through effect that does Damage, you instead Heal that amount.

Disguise (Sentient Brain, Permanent, Self Only): Mimic the physical qualities of another race, monster, or creature using mask and makeup. The disguise remains until you remove these elements. Other people cannot confirm the illusion, but they may have suspicions.

Blood Rend (Cursed Blood, Long Rest, Packet): "Through Blood, enter a 10 second Bleed Out."
Globe of Invulnerability (Crystallized Aether, Long Rest, Self Only, Bestow: Resist): "Through Arcane, Bestow: "Resist" all 'Through' Effects for 5 minutes." State "Resist" to all skills with the Through keyword.

Lay on Hands (Celestial Pearl, Long Rest, Touch): "Through Divine, Heal all Hit Points and Cure All."

Maximize (Daeva Tainted Heart, Short Rest, Self Only, Bestow: Utility): Double the Damage of any non-burst spell.

Pestilence (Glimmerbark, Short Rest, Packet): "Through Nature, Weakness 5 minutes."

Raise Undead (Ectoplasm, Long Rest, Touch, Target: Corpse): "Through Spirit, Reanimate 5 Minutes."

Rediscovering Lost Techniques

You may discover ancient enchanting formulas, long forgotten by time. Upon presenting these rare discoveries, they not only expand your enchanting repertoire but also become available to all fellow enchanters. Your discovery then goes beyond personal achievement, contributing to the collective knowledge and expertise of the entire enchanting community.

Innovation & Experimentation

Players who have purchased Master Enchanting may submit an Experiment to the Barkeep once an Event. Submit components and an Experiment form and the Myth staff will review your proposal and determine if the experiment was successful. If it is, the new recipe will be added to the game, available to the entire Artificer community.





BARD

A Bard is not merely a musician but a weaver of melodic magic. Their instruments aren't just for producing music; they are tools for casting spells, shaping destinies, and inspiring legends. A Bard's power lies in their ability to conjure magic through their art – be it a soul-stirring ballad, a lively tune plucked on strings, or the haunting melody of a wind instrument.

What's Your Hook?

Every bard has a story. What sparked your journey into the world of magical melodies? Was it a childhood fascination with songs and stories? A chance encounter with a mystical, music-wielding wanderer? Or a begrudgingly learned instrument that eventually became your greatest joy. Reflect on what drives you as a Bard and what wondrous paths your music will lead.

Bardic Spellcasting: A Spell Symphony

Bardic magic is a dance of sound and gesture, a combination of performance and precise movements that weave enchantment:

HOW BARD SKILLS WORK

- **Performance:** A Bard channels magic through their performance, a unique musical piece that channels magic. While performing, a Bard can affect themselves and their patrons simultaneously. However, only one performance can be active at a time.
- **Movements:** These are unique skills that a bard can invoke during a performance without interrupting a song. One may be invoked every minute you are playing.
- **Concert Rules:** A Bard can perform endlessly, but you are limited to rest periods with Movements. You must inform patrons of changes in your performance or the addition of movements.
- **Ceasing the Song:** If attacked or the bard voluntarily ends their performance, the enchantment dissipates. However, defensive skills like Resist or No Effect can protect the ongoing performance.
- **Audible:** The magic of a Bard's Performance

is effective only if the patron can hear it. In scenarios with multiple Bards, patrons must distinguish their bard's music to maintain the enchantment.

- **Expanding Influence:** Initially, a Bard can enchant three patrons. They can learn to extend their influence to more patrons as they progress.
- **Exclusive Enchantment:** A patron can be affected by only one Bard's enchantment at a time, ensuring a unique bond between Bard and the patron.

In the hands of a skilled Bard, every note and movement becomes an act of magic, an expression of the deep and mystical connection between music and the fabric of the world. Whether bolstering allies or beguiling foes, the bard's role is as versatile as it is vital, making them indispensable companions on any adventure.

Opener Skill

[Main: Free | Second: 40 CP | Third: 40 CP]

- **Bardic Music (Permanent):** You may have 3 Patrons and yourself under the effects of a song at a time. Additionally, you gain the following Song:
- **Battlefield Ballad (Permanent, Song, RP:** One minute Performing): "To <Your Character's Name> Patrons, Bestow two Temporary Armor Points."

Novice 40 CP Skills

Forced March (Permanent, Performance): "To [Your Character's Name] Patrons, while I Perform, resist slow, bind, and snare."

Dirge of the Dying (Permanent, Performance): "To [Your Character's Name] Patrons, while I Perform, pause your Death Count. You may choose to go to Dedrot's Realm at any time."

Mending Madrigal (Permanent, Movement): "To [Your Character's Name] Patrons, Heal 2 Hit Points."

Discordant Chime (Short Rest, Voice): "To [single target] Fear." This skill may be used without interrupting your performance.

Cutting Words (Short Rest, Voice): "To [single target] Damage 3." This skill may be used without interrupting your performance.

Obscuring Words (Short Rest, Voice): "To [single target] Control: Ignore me unless I attack you." This skill may be used without interrupting your performance

Journeyman 50 CP Skills

Stage Presence (Permanent): You may have up to 4 Patrons.

Footman's Flourish (Permanent, Movement, Bestow: Weapon): "To [Your Character's Name] Patrons, Bestow: Damage 3 on your next Strike."

Shielding Shanty (Permanent, Performance): "To [Your Character's Name] Patrons, while I Perform, you may Resist Ranged Weapon Effects and Damage."

Bolstering Ballad (Permanent, Movement, Bestow: Resist): "To [Your Character's Name] Patrons, Bestow: Resist the next Through Effect that is not Death."

Song of Revelry (Permanent, Performance): "To [Your Character's Name] Patrons, while I Perform, Resist Silence."

Lullaby of Recovery (Permanent, Performance): "To [Your Character's Name] Patrons, while I Perform, Sleep for 1 minute and pause all your Counts." After 1 minute of uninterrupted Sleep state: "Cure Sleep, Exhaustion, and [any one Keyword other than Death or Curse]."

Master 60 CP Skills

Bardic Mastery (Permanent): You may have up to 5 patrons. Prerequisite: Stage Presence.

Rondo of Respite (Long Rest, Touch, Movement): Touch your Target and State, "Restore 1 expended Long Rest Skill."

Second Wind Sonata (Long Rest, Movement): State, "To [Your Character's Name] Patrons, Restore all Short Rest skills."

Countersong (Long Rest, Performance): "To [Your Character's Name] Patrons, while I Perform, Resist [Active keyword or Trait of your choice]."

Song of Splinting 🚩 (Permanent, Performance): "To [Your Character's Name] Patrons, while I Perform, Resist Maim and Disarm."

Psalm of Sanctuary (Long Rest, Movement, Bestow: Utility): "To [Your Character's Name] Patrons, Bestow: Sanctuary." You must explain this Skill to your Patrons before you use it.





CLERIC

In the vast cosmos where magic weaves an intricate dance, divine magic stands as the purest force, a blessing from deities that permeates the world. The clerics, hallowed conduits of this power, wield divine energy with unwavering faith, manifesting the heavens' might on earth. Through their devotion, clerics enact their deity's will to heal the wounded, smite the wicked, and perform wonders that will echo in legends for generations.

What's Your Hook?

Contemplate the sacred spark that ignited your path to divine service. What bond connects you to your deity, and what virtues do you champion as their mortal emissary? Was your calling a conscious choice, born from conviction, or did the divine weave you into their grand design? Perhaps you entered service reluctantly but embraced your role with an open heart. Is there a quest or holy duty bestowed upon you by your church, or a divine scheme in which you play a vital part? Let these reflections guide the forging of your tale, a story as enduring as the stars.

Opener Skill

[Main: Free | Second: 40 CP | Third: 40 CP]

- **Channel Divinity:** See the "Dedicated to a Deity" section for the 40 CP skill you gain from your Deity.

Novice 40 CP Skills

Healer (Permanent): Reduce the time to perform First Aid to 30 seconds. Prerequisite: First Aid.

Cure Disease (Short Rest, Packet): "Through Divine, Cure Disease."

Cure Wounds (Short Rest, Packet, Burst 2): "Through Divine, Heal 4 Hit Points."

Cure Fatigue (Short Rest, Packet): "Through Divine, Cure Weakness and Exhaustion."

Grant Life (Short Rest, Packet, Bestow: Temporary Hit Points): "Through Divine, Bestow: 3 Temporary Hit Points."

Divine Resist (Short Rest, Self Only): "Resist" Divine.

Journeyman 50 CP Skills

Divine Inspiration: See the "Dedicated to a Deity" section for the 50 CP skill you gain from your Deity.

Bless (Long Rest, Touch, Target: Corpse): "Through Divine, I grant you a Divine Blessing. When you enter Dedrot's realm, notify Dedrot's Barrister of this Blessing." You may reroll one die of your choosing during Dedrot's Gamble. The Blessing is only used if you reroll a die.

Divine Judgement (Short Rest, Packet): "Through Divine, Damage 6."

Remove Curse (Long Rest, Packet): "Through Divine, Cure Curse."

Repair Wounds (Short Rest, Packet, Burst 2): "Through Divine, Heal 6 Hit Points."

Restore Limbs (Short Rest, Packet): "Through Divine, Cure all Maimed Limbs."

Master 60 CP Skills

Divine Authority (Permanent): See the "Dedicated to a Deity" section for the 60 CP skill you gain from your Deity. Prerequisite: Divine Inspiration.

Power Word: Heal (Short Rest, Packet, Burst 2): "Through Divine, Heal all Hit Points."

Oracle (Between Events): You may ask your deity a single question; you will receive an answer by the following Check-In. The more closely the question aligns with your deity's purview, the more information you will be provided with.

Restore Life (Long Rest, Touch, Target: Corpse): "Through Divine, Cure Death, Heal all Hit Points and Cure All."

Divine Health (Permanent): State "No Effect" and Resist Disease.

Divine Sanctuary (Long Rest, Touch, Bestow: Utility): "Through Divine, Bestow: Sanctuary."

Dedicated to A Deity

Embrace the celestial power! A divine journey unfolds when a cleric forges a bond with their deity. Your dedication allows you to master your connection to your Deity. When you purchase Channel Divinity, Divine Inspiration, or Divine Authority, you unlock a unique ability Bestowed directly from your deity. This ability is not just a step in their clerical path; it's an ascension, a personal connection that brings celestial might into the mortal realm. Here is a list of the unique abilities granted by your deity.

ADARA

[40 CP] Divine Reckoning (Short Rest, Packet): "Through Fire, Damage 5"

[50 CP] Aforetime Blessing (Long Rest, RP: One minute of giving a rousing speech, Bestow: Utility): "Through Divine, Bestow: If you go to Bleed Out before your next Short Rest, you may Heal 1 Hit Point." You may Bestow this to up to 5 targets and yourself.

[60 CP] Final Judgment (Event, Touch, Target: Corpse): "Through Divine, Curse of Misfortune. Let Dedrot's Barrister know you have this Curse."

AMITEL

[40 CP] Divine Missile (Permanent, Packet): "Through Divine, Damage 1." Damage from this skill may not be increased unless an item or skill specifically states it can.

[50 CP] Silence in the Library (Short Rest, Packet, Burst 2): "Through Divine, Silence."

[60 CP] Divine Understanding (Permanent, Self only): You may speak and understand any spoken language. State "Through Divine, I speak your language."

DEDROT

[40 CP] Speak With Dead (Permanent, Touch, Target: Corpse): "Through Divine, I speak with [Corpse]."

[50 CP] Stop the Horde (Long Rest, Packet, Burst 3): "Through Divine, Paralyze to Undead."

[60 CP] Through the Veil (Permanent, Self Only): When your death count ends, you may remain on the battlefield as a spirit. While there, you may cast any remaining "Through Divine" spells you possess. State "resist" to any effect that targets you during this time. You may stay on the field for up to 5 minutes or until the battle ends, whichever comes first. You must proceed directly to Dedrot's realm at the end of that time.

ENOON

[40 CP] Grasping Roots (Short Rest, Packet, Outdoors Only, Burst 3): "Through Divine, Snare."

[50 CP] Healing Earth (Long Rest, Packet, Outdoors Only, Burst 3): "Through Divine, Cure All"

[60 CP] Harvest (Long Rest, Packet): "Through Divine, Death."

IXBUS

[40 CP] Interchangeable Parts (Long Rest, Bestow: Utility): "Through Divine, Bestow: The next time you craft an item, you may substitute any one material for any one other required by the recipe. Inform the barkeep of this effect."

[50 CP] Crafters Muse (Event, Touch, Bestow: Utility): "Through Divine, Bestow: The next time you craft a Novice or Journeyman item, you produce an additional copy at no cost. Inform the Barkeep of this effect." If you are using this with an Artificer enchant you need two base items.

[60 CP] Fruits of Labor (Event): At check-in, you may choose to receive either 10 random components or 5 components of your choice.

NAENYA

[40 CP] Shooting Star (Short Rest, Packet): "Through Spirit, Damage 5."

[50 CP] Dark Strike (Short Rest, Touch, Target: Weapon, Bestow: Weapon): "Through Divine, Bestow: Crit" Add the "Crit" keyword to your next Called Weapon attack.

[60 CP] Clemency (Long Rest, Touch, Target: Corpse, Burst 3): "Through Divine, I grant you a Divine Blessing. When you enter Dedrot's realm, notify Dedrot's Barrister of this Blessing." You may reroll one die of your choosing during Dedrot's Gamble. The Blessing is only used if you reroll a die.

ORORO

[40 CP] Elemental Shield (Short Rest, Self Only): You may "Resist" a Through effect cast Through [Air, Earth, Fire, or Water].

[50 CP] Fueled by the Storm (Long Rest, Self Only, Bestow: Resist): Choose one element [Earth, Fire, Air, or Water]. For 5 minutes, all Damage taken from the chosen element will instead Heal an equal amount of Hit Points. State "Resist" to the chosen element and Heal the Damage you resisted.

[60 CP] Unrelenting Storm (Long Rest, Self Only): Choose one element [Earth, Fire, Air,or Water]. For 5 minutes, all Damage taken from the chosen element will instead Heal an equal amount of Hit Points. State "Resist" to the chosen element and Heal the Damage you resisted. Vocalized damaged healed when resisting" Found on Page 61

RYKNOS

[40 CP] Last Stand (Long Rest, Self Only): When you drop to zero Hit Points and enter Bleed Out, you may choose to activate this skill. This ability Heals all Hit Points and cures all negative effects. After 5 minutes, you instantly drop to death state. Battle Resolve

[50 CP] Rally (Long Rest, Packet): "Through Divine, Cure Paralyze and Daze." You may use this skill under the Paralyze or Daze effect.

[60 CP] Battle Resolve (Long Rest, Self Only, Bestow: Resist): "Bestow: "Resist" all called Weapon Effects for 5 minutes. Called attacks still work.

SCANDELEN

[40 CP] Sacred Toast (Short Rest, Touch, RP: One minute pouring drinks and raising glasses while making a brief speech): "Through Scandelen, Heal 5 Hit Points." You may then touch up to 5 targets and yourself.

[50 CP] Scandelen's Nap (Short Rest, Touch, Bestow:

Temporary Hit Points): "By Scandelen, Sleep 5 Minutes and pause your Poison count. If you reach the end of Sleep's duration uninterrupted, Heal 5 Hit Points, Cure Poison, Cure Disease, Cure Exhaustion, Cure Weakness". Recipients must be willing. Found on p.61

[60 CP] Scandelen's Irresistible Dance (Long Rest, Packet): "Through Divine, Control: Comically dance in place." The target is considered Helpless. The target may not attack or use skills while dancing.





DRUID

In the verdant embrace of nature, where the primal forces of the earth intertwine with the ethereal realms, lies the sacred path of the Druid. Guardians of the natural order, Druids are attuned to the heartbeat of the world, their spirits resonating with every leaf, stream, and creature. As stewards of the wild, Druids wield ancient magic rooted in the deepest mysteries of the earth, capable of nurturing life and unleashing nature's fury.

What's Your Hook?

Reflect on what ties you so deeply to nature. Was it a moment of profound connection, a solitary communion, or perhaps a shared bond with a circle of fellow guardians? Do you seek to preserve untamed lands, protect ancient secrets, or bridge the gap between the wilds and mortal realms? Let these musings shape your journey, where every step dances with the ancient rhythms of Hyraeth's wilderness.

Opener Skill

[Main: Free | Second: 40 CP | Third: 40 CP]

- **Spiritual Gift:** See the "Druidic Circles and Their Gifts" section for the 40 CP skill you gain from your Circle. You may only purchase one Druidic Circle.

Novice 40 CP Skills

Tongues (Short Rest, Voice): "Through Nature, to everyone in this area, we speak the same language for five minutes." You may only cast this spell at a normal tone of voice.

Goodberry (Permanent, Touch, Outside): Roleplay for 1 minute looking for suitable berries. "Heal 2 Hit Points."

Purify (Short Rest, Touch): "Through Nature, cure all poisons."

Nature's Resistance (Short Rest): "Resist" Nature.

Awaken (Short Rest, Packet): "Through Nature, Cure Waylay and Sleep."

Journeyman 50 CP Skills

Spiritual Boon: See "Druidic Circles and Their Gifts" section for the 50 CP skill you gain from your Circle.

Woodland Stride (Short Rest, Self Only, Outside): "Resist" Bind or Slow.

Elemental Shield (Short Rest, Self Only): "Resist" an effect that is elementally aligned [Water, Fire, Earth, or Air].

Erosion (Short Rest, Packet): "Through Nature, Shatter all held Weapons and Shields."

Shillelagh (Short Rest, Touch, Target: Weapon, Bestow: Weapon): "Through Nature, Bestow: 'Nature' for 5 minutes." You may swing "Nature" on Basic Weapon attacks, which are not considered called weapon damage. You may also add the "Nature" Trait to any Weapon-Delivered Skill.

Master 60 CP Skills

Spiritual Blessing (Permanent): See the "Druidic Circles and Their Gifts" section for the 60 CP skill you gain from your Circle. Prerequisite: Spiritual Boon.

Sting (Short Rest, Packet): "Through Nature, Crit Damage 6."

Pestilence (Short Rest, Packet): "Through Nature, Weakness 5 minutes."

Poison Immunity (Permanent): State "No Effect" and Resist Poison.

State of Stone (Long Rest, Self Only, Bestow: Utility): "Through Nature, Sanctuary."

Druidic Circles and Their Gifts

As a Druid, your devotion to a primal Circle connects you to a myriad of powerful spirits residing between realms. By acquiring the skills of Spiritual Gift (40 CP), Spiritual Boon (50 CP), and Spiritual Blessing (60 CP), you unlock abilities that channel the wisdom and power of these entities. While not mandatory, many Druids honor a tradition of personal sacrifice, offering tribute to their chosen Circle.

Here are the mystical Circles and the Spirits that await your alliance:

Circle of the Guardian

Resilience and strength in defense of others.Possible Spirits: Bear, Elephant, Hippo, Lion, Turtle.

[40 CP] Bearskin Guard (Permanent): You gain 2 permanent Hit Points.

[50 CP] Strength of the Bear (Short Rest, Weapon, Burst 2): Damage 5.

[60 CP] Unstoppable (Short Rest, Self Only): You may state "Resist" to Paralyze, Slow, Snare, Maim, or Bind.

Circle of Vitality

Rapid recovery and self-Healing. Possible Spirits: Deer, Dragonfly, Frog, Lizard, Snake.

[40 CP] Fast Clotting (Permanent): Your default Bleed Out timer is increased to 10 minutes and your default poison timer is increased to 5 minutes.

[50 CP] Regeneration (Short Rest, Self Only): "Through Nature, Heal all Hit Points."

[60 CP] Reconstruction (Short Rest, Self Only): "Through Nature, Cure All."

Circle of Kinship

Teamwork, mutual support, and shared survival. Examples: Ant, Bee, Rabbit, Rat, Wolf.

[40 CP] Pack Survival (Short Rest): When you cast a Bestow skill on yourself, you may also grant the same Bestow to another player. You may not share Sanctuary.

[50 CP] Lick Wounds (Permanent): Reduce your maximum Hit Points by any amount. "Through Nature, Heal X Hit Points." Where X is 3 times the number of Hit Points you sacrificed. You cannot reduce your Hit Points to zero. You regain all sacrificed Hit Points after a short rest.

[60 CP] Pack Tactics (Long Rest, Self Only, RP: 10 seconds gathering and asking allies for help): After completing your roleplay, touch up to 3 allies. For

5 minutes, you may continuously swing "Damage" equal to the number of allies you touched. Your allies do not benefit from this skill. This Damage cannot be increased unless an item or skill specifically states so. (Item or skill must say pack tactics) Found on Page 64

CIRCLE OF BANE

Centered around venom and its debilitating effects. Examples: Blue Ring Octopus, Cobra, Poison Dart Frog, Scorpion.

[40 CP] Corrosive Venom (Short Rest, Packet, Burst 2): "Through Nature, Shatter [Weapon or Shield]."

[50 CP] Hallucinogenic Venom (Short Rest, Packet): "Through Nature, Control: Attack the person closest to you."

[60 CP] Deadly Venom (Long Rest, Packet): "Through Nature, Poison 10 seconds."

CIRCLE OF THE AFFLICTED

Focused on sickness and disease. Examples: Armadillo, Bat, Brown Recluse, Komodo Dragon, Sloth.

[40 CP] Scurry (Short Rest, Self Only): "Resist" Snare.

[50 CP] Contagion (Short Rest, Packet, Burst 2): "Through Nature, Weakness."

[60 CP] Plaguebringer (Permanent): State "No Effect" and Resist Weakness.

CIRCLE OF THE HUNT

Ambush predators that surprise their prey. Examples: Alligator, Cat, Dog, Ferret, Hawk, Owl, Spider, Weasel.

[40 CP] Harry (Short Rest, Packet, Burst 3): "Through Nature, Slow."

[50 CP] Howl (Short Rest, Voice): "To [Single Target], Through Nature, Fear."

[60 CP] Restrain (Short Rest, Packet): "Through Nature, Snare and Bind Arms, 5 minutes."

CIRCLE OF THE TRICKSTER

Things are never what they seem in nature. Examples: Bluejay, Coyote, Raven, Crow, Rabbit, Raccoon.

[40 CP] Seen it Before (Short Rest): You may retain the use of a skill you used that was "Resisted."

[50 CP] See it Again (Long Rest): You may immediately use any skill that anyone else uses in front of you. You must use the same incant and delivery method that was used.

[60 CP] Trickster's Ruse (Long Rest): You can silently "Resist" Bind, Death, Paralyze, Sleep, Snare, or Waylay. You are encouraged to roleplay as though you had taken the effect as part of the ruse.





FIGHTER

Fighters, the elite warriors of steel and strategy, carry each scar as a badge of honor – stories etched by battles fought and won. These adept masters of weaponry and martial arts understand the deeper intricacies of combat far beyond a simple swing of a sword or defensive posture behind a shield. Fighters are riddle-solvers of steel, wielding might and precision to dominate the battlefield.

What's Your Hook?

Peril and injury pave your path as a Fighter. What drives you to embrace such a life? Did necessity dictate it, or has the call of battle beckoned you since youth? Perhaps combat flows naturally in your veins, or you seek a master to sharpen your skills. Consider what fuels your relentless pursuit of weapon mastery and the thrill of battle.

Opener Skill

[Main: Free | Second: 40 CP | Third: 40 CP]

- **Fighting Style:** See the "Fighting Styles" section to the 40 CP skill you gain from your training. Additional Fighting Styles may be purchased for 40 CP.

40 CP Skills

Chilling Blow (Short Rest, Weapon): "Disengage 10 paces."

Courage (Short Rest, Self Only): "Resist" Fear.

Defiance (Permanent): You may crawl and talk while you are in Bleed Out.

Shatter (Short Rest, Weapon, Target: Weapon or Shield): "Shatter."

Lacerate (Short Rest, Weapon): "Damage 6."

50 CP Skills

Fighting Specialization: See the "Fighting Styles" section for the 50 CP skill you gain from your training.

Armor Specialization (Permanent, Item: Armor): Reduce called Damage taken by one point (minimum of one Damage). If your armor is reduced to zero AP, the Damage reduction still works.

Juggernaut (Long Rest, Self Only): "Cure Paralyze, Snare, and Bind." Can be used when paralyzed, Snared, or Bound.

Massacre (Short Rest, Item: Weapon): "Damage 8."

Unarmored Specialization (Short Rest, Self Only, Item: No Armor): "Bestow: 4 Temporary Hit Points."

60 CP Skills

Action Surge (Long Rest): Use any Weapon skill a second time within 10 seconds, or lose the Action Surge.

Fighting Mastery: See the "Fighting Styles" section for the 60 CP skill you gain from your training. Prerequisite: Fighting Specialization.

Parry (Short Rest, Item: Held Weapon or Shield): "Resist" a weapon attack. Parry cannot be used to resist a "Death" effect unless otherwise stated.

Slay (Long Rest, Weapon): "Death."

Eldritch Knight (Permanent, Weapon): You may deliver Short and Long Rest "Through" Skills with your Weapon instead of its normal delivery method. When you deliver a "Through" Skill with your weapon, your Spell is no longer interrupted if you take damage

Fighting Styles

Duelist Fighting Style

When wielding a melee weapon in one hand and no other items you may use the following skills:

[40 CP] Duel (Short Rest, Voice): "To [Target] Control: Fight only me until someone else attacks you."

[50 CP] Flourish (Short Rest, Weapon, Burst 2): "Crit Disarm 10 seconds."

[60 CP] Riposte (Permanent): When you successfully Parry a weapon attack, you gain a single use of the same skill that must be used immediately. Prerequisite: Parry.

Ranged Fighting Style

When wielding a ranged weapon and no other weapons you may use the following skills:

[40 CP] Piercing Shot (Short Rest, Bestow: Weapon, Self Only): Bestow: "Crit" to your next weapon attack.

[50 CP] Grasping Shot (Short Rest, Weapon): "Crit Snare."

[60 CP] Paralytic Shot (Long Rest, Weapon, Burst 2): "Paralyze.".

Shield Fighting Style

When wielding a shield you may use the following skills:

[40 CP] Reinforced Shield (Short Rest): "Resist Crit."

[50 CP] Sturdy Shield (Short Rest): "Resist" Shatter. You gain 1 use of the Shatter skill you must immediately use.

[60 CP] Resolute Shield (Long Rest): Choose any Choose any Trait. For 5 minutes, "Resist" any effect that matches the selected Trait that strikes your shield. (Through is a Keyword.) Found on Page 67

Two-Handed Fighting Style

Any weapon that requires two hands to use you may use the following skills:

[40 CP] Crippling Attack (Short Rest, Item: Weapon, Target: Limb, Burst 3): "Maim."

[50 CP] Crushing Blow (Short Rest, Weapon, Burst 3): "Crit Fear."

[60 CP] Cleave (Permanent): After successfully using Slay, immediately gain a (Weapon) "Crit Death" that must be used immediately. Prerequisite: Slay.

TWO-WEAPON FIGHTING STYLE

When wielding a weapon in each hand you may use the following skills:

[40 CP] Enduring Edge (Permanent): You may continue wielding two weapons and using weapon skills even if one weapon is shattered. Prerequisite: Dual Wield.

[50 CP] Jagged Edge (Long Rest): When both of your weapons are shattered, you may gain unlimited uses of "Damage 2" for 5 minutes. This Damage cannot be increased unless an item or skill specifically states so.

[60 CP] Flurry (Long Rest, Bestow: Utility): "Bestow: Burst 3" on your next Weapon skill.

UNARMED FIGHTING STYLE

When using packets as fists, with no weapon or shield you may use the following skills:

[40 CP] Flurry of Blows (Permanent, Packet): "Damage 1". Damage from this skill may not be increased unless an item or skill specifically states it can.

[50 CP] Brawling (Permanent): You may deliver weapon skills with packets.

[60 CP] Iron Body (Permanent): Block weapon strikes from wrist to elbow and knee to ankle. Maimed limbs lose this effect.





GRAVEWALKER

Shrouded in mystery and often misunderstood, Gravewalkers are spellcasters who draw their formidable powers from the depths of sorrow and pain. They walk a path less traveled, delving into the darker, more profound aspects of emotion and spirit. While many view them with unease or outright fear, associating them with necromancers, Gravewalkers are far more than mere conjurers of the dead.

What's Your Hook?

What led you to embrace the path of a Gravewalker? Was it a personal tragedy, a fascination with the deeper truths of sorrow, or a desire to understand the hidden aspects of existence? How do you cope with the misunderstandings and prejudices of others? Do you seek to prove them wrong or find strength in your solitary journey?

Opener Skill

[Main: Free | Second: 40 CP | Third: 80 CP]

- **Pactmaker (Permanent):** You may form a Pact with up to 3 people who do not have this skill. The person receiving the Pact reduces their maximum Hit Points by one and receives the associated Pact Skill for the remainder of the Event. They may not reduce their Maximum Hit Points to zero and may only make one pact per event. Once granted, no one may change the Pact for the Event and it persists beyond the death of either party. You may benefit from any Pact Skills you have purchased, regardless if you have formed that Pact with another person.
- **Pact of Limited Immortality (Permanent, Pact):** "Resist" Execute. The Gravewalker must state "No Effect."

Novice 40 CP Skills

Pact of Grasping Bones (Permanent, Pact): "Resist" uncalled Damage from Undead. You may no longer resist uncalled Damage from an Undead you attack.

Spectral Guard (Short Rest, Pact): "Resist" Spirit.



Pact of Resilience (Permanent, Pact, Bestow: Temporary Hit Points): When you are affected by Fear, Paralyze, Daze, or Weakness, you may Bestow: 2 Temporary Hit Points to yourself.

Pact of Death's Grip (Permanent, Pact): "Resist" Disarm. The Gravewalker must state "No Effect."

False Life (Permanent): You gain 1 Permanent Hit Point per individual you have pacted.

Journeyman 50 CP Skills

Improved Pacts (Permanent): You may now Pact with up to 4 individuals.

Pact of Unholy Strength (Permanent, Pact): Increase all Called Weapon Damage by 1.

Pact of Dark Protection (Short Rest, Self Only, Pact, Bestow: Temporary Armor): "Through Spirit, Bestow: 3 Temporary Armor Points."

Vampiric Drain (Permanent, Voice): "To [Pacted Character's Name] Crit Spirit Damage 1." You then Heal 1 to Self. This cannot affect a Pacted in Bleed Out.

Pact of Enfeeblement (Short Rest, Weapon or Packet, Pact): "Weakness."

Master 60 CP Skills

Pact Mastery (Permanent): You may now Pact with up to 5 individuals. Prerequisite: Improved Pacts.

Pact of the Deathwarden (Long Rest, Pact): "Resist" Death.

Pact of Dark Magic (Short Rest, Self Only, Pact, Bestow: Utility): "Bestow: Crit." Add the "Crit" Keyword to your next Damage spell.

Pact of Dark Blessing (Long Rest, Pact): When you enter Dedrot's realm, notify Dedrot's Barrister of this Blessing. You may reroll one die of your choosing during Dedrot's Gamble. The Blessing is only used if you reroll a die.

Create Undead (Long Rest, Touch, Target: Corpse): "Through Spirit, Reanimate 5 Minutes."

Wraith Form (Long Rest, Self Only, Bestow: Resist): "Through Spirit, Bestow: 'Resist' all non-magical effects, for 5 minutes." State, "Resist" to all effects that do not have a Trait. Found on page 70



PALADIN

The noble Paladin is a watchful hero and a sword for truth, sworn to protect the meek and downtrodden. While most dedicate themselves to good-aligned deities, their power stems from their commitment to justice rather than divine intervention alone. These heroic champions draw strength from their unwavering oath, using their resolve to stand as a shield against darkness.

What's Your Hook?

The call to heroism manifests in many forms for a Paladin. Perhaps your path began with a divine intervention—a celestial voice guiding you toward a life of virtue. Your family legacy might have set you on this journey, where generations before you carried the mantle of a Paladin. For others, this path represents redemption, a chance to atone for a shadowed past. Or, your oath may bind you to a sacred duty, such as guarding a holy relic or fulfilling a prophecy within the cosmic struggle of light and shadow. Each Paladin carries a story—one of moral awakening, divine reward, or a solemn vow—interwoven with the fates of those they protect, forging a legacy that echoes throughout the annals of history.

Paladin Auras

The mere presence of a Paladin inspires those around them. With divine aura, Paladins imbue those they deem worthy with temporary blessings. Here are the guiding rules of Paladin auras:

- **One Aura Limit:** A Benefactor can only be under the effect of a single Paladin aura. The Paladin always benefits from their own aura.
- **Sharing Auras:** You may share available auras with Benefactors. To do so, gather your Benefactors, inform them of the aura's benefits, touch each of them, and remind them that they must stay in the same battle or module to maintain the aura.
- **Changing Auras:** You may change auras at any time by re-gathering your Benefactors and following the aura-sharing rules again.
- **Restrictions:** If the Benefactor does not meet these requirements or takes a Short Rest, the

aura ends. These abilities make Paladins a beacon of light in darkness, leading the charge into battle.

Opener Skill

[Main: Free | Second: 40 CP | Third: 40 CP]

- **Divine Aura (Permanent):** You may have up to 3 Benefactors and yourself under the effects of an aura at a time. Additionally, you gain a Divine Aura based on the deity you are dedicated to.

Novice 40 CP Skills

Blessed Weapon (Short Rest, Target: Weapon, Bestow: Weapon, Burst 2): "Bestow: Divine Damage 4."

Aura Shift (Short Rest, Voice): "To [Your Character's Name]'s benefactors: Aura Shift to [New Aura]." You must have informed your benefactors of the effect of the second aura before this skill can be used.

Aura of Courage (Aura): "Resist" Fear.

Aura of Preservation (Aura): You may pause your Bleed Out count if you are knocked unconscious from Damage. You may end your Bleed-out Count at any time and start your Death Count. If this would pause your Bleed Out until Game Off, you must go directly to Dedrot's realm at the start of the next game day. If this occurs at the end of the Event, you do not have to go to Dedrot's Realm.

Aura of Vigilance (Aura): "Resist" Waylay and Sleep.

Journeyman 50 CP Skills

Improved Aura (Permanent): You may have up to 4 Benefactors.

Divine Smite (Short Rest, Weapon): "Divine Damage 7."

Divine Fortification (Short Rest, Voice, Bestow: Temporary Armor): "To [Your Character's Name]'s benefactors: Bestow: 3 Temporary Armor Points." The Paladin also benefits from this skill.

War Cry (Short Rest, Voice, Bestow: Weapon): "To [Your Character's Name]'s benefactors, Bestow: Damage 3." The Paladin also benefits from this skill.

Aura of Freedom (Aura): "Resist" to Bind, Slow, and Daze.

Protection From Missiles (Aura): "Resist" Damage and Effects of Ranged Weapons.

Master 60 CP Skills

Aura Mastery (Permanent): You may have up to 5 Benefactors. Prerequisite: Improved Aura.

Dual Auras (Permanent): This skill allows the Paladin to command and channel two auras at the same time.

Lay on Hands (Long Rest, Touch): "Through Divine, Heal all Hit Points and Cure All."

Self Sacrifice (Permanent, Touch): "Through Divine, I cure all disease, curses, death (except Final Death), and poison." You then must take all of the afflictions you cured onto yourself. These may not be resisted or prevented in any way.

Aura of Life (Aura): When you or one of your benefactors falls unconscious due to Damage, they must count to 60 and then awaken with one Hit Point. They are no longer a benefactor until you reestablish your connection.

Deity-Affiliated Auras

Adara

Aura of the Sun (Aura, Outside Only, Day Only): "Resist" Paralyze

Amitel

Aura of Potency (Aura): You and your benefactors may increase the Damage of all Through Effects they cast by 1.

Dedrot

Soul Veil (Aura): You and your Benefactors may state, "Resist" to all Non-Damage effects from Undead.

ENOON

Aura of the Forest Walker (Aura, Outdoors Only): "Resist" Snare

IXBUS

Aura of Dross (Aura): You and your benefactors may state "By Ixbus you find nothing" when searched.

NAENYA

Aura of the Moon's Mercy (Aura, Outside Only, Night Only): "Resist" Execute

ORORO

One With the Storm (Aura): When selecting Benefactors: Choose [Fire, Earth, Water, or Air] "Resist to that Trait"

RYKNOS

Aura of Blood (Aura): When you successfully knock an enemy into Bleed Out or Death, state "Heal 1 Hit Point."

SCANDELEN

Aura of Purity (Aura): "Resist" to poison.





RANGER

In the quiet of the wilds, where shadows weave between trees, Rangers stand as solitary guardians. Much like the legendary figures in tales whispered around campfires, they are unseen shields, holding back the dangers that lurk in the wilderness. Skilled in stealth, survival, and the art of the hunt, Rangers are adept at navigating and safeguarding the uncharted territories beyond civilization.

Rangers are the unsung heroes on the edges of the known world. With a keen eye and a steady hand, they confront threats others might never fathom. A profound connection to the natural world marks their lives, making them invaluable in the battle against malevolent creatures and forces that prey on the unsuspecting.

What's Your Hook?

The life of a Ranger is one of grit, vigilance, and an enduring bond with the wild. It's a path carved out in solitude and marked by an unbreakable commitment to protection. Are you a lone sentinel, finding solace in the untamed wilderness? Or do you seek companionship with nature's allies, such as Druids, Elves, and hidden communities within the forest? Whether guided by purpose or by a calling, your journey as a Ranger shapes the destiny of the wild lands you defend.

Opener Skill

[Main: Free | Second: 40 CP | Third: 40 CP]

- **Favored Foe (Permanent):** For each purchase, you can choose one type of enemy as a favored foe. Once selected, you cannot change your Favored Foe type. You may state "Resist" to all called melee effects from this type of foe. Example: Paralyze. Damage-based attacks will affect you as normal. You may purchase up to 3 Favored Foes.

TYPES OF FAVORED FOES:

- **Beasts:** Natural non-humanoids in Hyraeth, some with magical powers. Includes creatures like wolves and bears.

- **Constructs:** Artificial beings, such as golems.
- **Elementals:** Creatures from elemental planes, like fire or earth elementals.
- **Monstrous Humanoids:** Intelligent bipedal creatures, like Minotaurs and Gnolls.
- **Plants:** Sentient flora, like shambling mounds and treants.
- **Undead:** Once-living beings cursed to return, including zombies, ghosts, and vampires.

Novice 40 CP Skills

Hunting Trophies (Permanent, Self Only, Bestow: Temporary Armor): When you successfully knock a Favored Foe into Bleed Out, you may "Bestow: 2 Temporary Armor Points."

Strength of the Hunter (Short Rest, Weapon, Target: Favored Foe): "Damage 10."

Tactics (Short Rest, Voice, Target: Favored Foe): "To [Target], Disengage 5 paces."

Thrill of the Hunt (Short Rest, Self Only): While engaged in combat with your Favored Foe, you may "Heal all Hit Points."

Walk It Off (Short Rest, Self Only, RP: 1 minute nursing your wounds): "Cure all Maims."

Journeyman 50 CP Skills

Subdue (Short Rest, Weapon, Target: Favored Foe): "Daze, 5 Minutes."

Hunter's Mark (Long Rest, Voice, RP: Pointing your weapon at a target within 10 feet):"To [Target], I mark you as my Favored Foe." For 5 minutes, treat the marked target as a Favored Foe.

Studied Foe (Short Rest, Self Only): "Resist" a Through effect from a Favored Foe, including "Death."

Wing Clip (Short Rest, Weapon, Burst 3, Target: Limb of Favored Foe): "Maim."

Master 60 CP Skills

Coordinated Attack (Long Rest, RP: 1 minute describing your Favored Foe, Bestow: Utility): After completing your roleplay, touch up to 3 allies. "Bestow, Favored Foe [Type]" You may only Bestow a Favored Foe that you currently know.

Foe Hammer (Short Rest, Weapon, Target: Favored Foe): "Death."

Hidden Weakness (Long Rest): For 5 Minutes, retain all uses of skills that Target: Favored Foes that are "Resisted."

Retaliate (Permanent, Weapon): When your Favored Foe hits you with a Called Weapon Effect or Called Weapon Damage, you gain 1 use of the same Skill that must be used Immediately on the Favored Foe who attacked you. You may "Resist" the skill if you are able to by some other means. Retaliating does not expend the use of a skill you possess.

Wear them Down (Short Rest, Weapon, Target: Favored Foe): "Weakness, 5 minutes."





ROGUE

Rogues in Hyraeth are a diverse and intriguing group, blending seamlessly into the bustling streets and shadowed alleys of many major towns and cities. Their roles are as varied as their backgrounds—from working in local thieves' guilds or crime syndicates as skilled burglars, cunning assassins, or brutal enforcers to operating on the right side of the law as expert locksmiths, covert spies, and discreet problem solvers.

Whether preferring the solitary path or thriving with a trusted apprentice or ally, rogues are known for their soft precision and strategic approach. Their well-placed, decisive strikes often shift the balance in any conflict, favoring cunning over sheer force.

What's Your Hook?

Consider the forces that drive you down this dangerous path. Are you a rogue with a heart, using your unique talents for the greater good? Perhaps you're on the run, evading a vengeful former master or guild. Is it the thrill of the heist, the allure of wealth, or the sheer adventure that drives you? What spark fuels your journey, setting you apart from the rest?

Opener Skill

[Main: Free | Second: 40 CP | Third: 40 CP]

- **Sleight of Hand** (Permanent): You may "pickpocket" clothespins from NPCs. Quietly hand it over to the Barkeep to claim your reward. You also may use paper clips to pick locks. You may attempt to disarm traps by physically disarming them. If you set off the trap you must take the effect, unless you otherwise use a skill to "Resist."

Novice 40 CP Skills

Dungeon Delver (Short Rest, Self Only): "Resist" trap Damage and effects.

Escape Artist (Short Rest, Self Only, Roleplay: 10 seconds quietly struggling): Silently Cure Bind, Slow, and Snare.

Feign Death (Permanent): You may fake your death in combat, making it look like you have suc-



cumbed to your wounds. Upon Diagnose, you may declare "Dead." You may remain in this state and are considered Helpless until you choose to end this effect.

Hidden Stash (Permanent): You may have a pouch (dimensions are up to 8"x8"x3"), if you are searched you may declare: "You find nothing" regarding any contents of the pouch.

Waylay (Long Rest, Weapon, Target: From Behind): "Waylay."

Journeyman 50 CP Skills

Backstab (Short Rest, Weapon, Target: From Behind): "Crit Damage 10."

Blackjack (Long Rest): Your Waylay is now "Waylay, 5 Minutes." Prerequisite: Waylay.

Disguise (Permanent, Self Only): Mimic the physical qualities of another player species using mask or makeup. The disguise remains until you remove these elements. Your voice and scent do not change. Other people cannot confirm the illusion but may have suspicions. You cannot disguise yourself as an existing character or a monster. If you are searched, you must reveal that you are in disguise. Found on Page 77

Slippery Mind (Short Rest, Self Only): "Resist" Control and Mind.

Envenom (Long Rest, Touch, Target: Weapon, Bestow: Weapon) :"Bestow: Poison" on your next weapon attack.

Master 60 CP Skills

Assassinate (Long Rest, Weapon, Item: Dagger or Ranged Weapon): "Crit Death."

Cheap Shot (Long Rest, Weapon): "Paralyze."

Evasion (Short Rest, Self Only): "Resist" a packet-delivered effect. Evasion cannot be used to resist a "Death" effect unless otherwise stated.

Fall Guy (Long Rest): "Resist" any effect. You must immediately use the same effect on a nearby ally via a weapon or packet. If you fail to hit the ally with the effect, you take the effect yourself. The targeted ally may still resist the effect.

Lightning Reflexes (Long Rest): When you touch a Blue stickered item, you may read the card. You may "Resist" the effects. If you choose not to "Resist" the effects, you must take them.



RUNESMITHS

Runesmiths are the rare custodians of a nearly lost art, blending their deep knowledge of ancient runes with exceptional craftsmanship. Once common across the land, only a handful of Runesmiths continue this venerable tradition.

What's Your Hook?

Consider the journey that led you to the path of the Runesmiths. Was it a family legacy passed down through generations, with each ancestor adding wisdom to the craft? A chance encounter with an ancient relic that sparked a deep yearning within you to unravel its mysteries and harness its power? Your motivation might stem from a desire to preserve a dwindling art, or the call to create something that blends utility with the arcane arts was irresistible. As a Runesmiths, your story is one of connection — to the past, to the mystique of the runes, and to a craft that shapes the essence of Hyraeth's magical landscape.

Opener Skill

[Main: Free | Second: 40 CP | Third: 40 CP]

- **Novice Runesmith** (Permanent): You can craft Novice Runecraft recipes. You can also open runes to check their effects without Bestowing them.

Novice 40 CP Skills

Novice Runic Brand (Event, Self only, Item: Tattoo, Brand, or small item with a symbol and a Rune): Bind a Novice Rune to yourself directly. Write "Novice Brand" on the card and keep the card with you. For this event, this rune can only be used by you and resets every short rest. You may substitute the card with your own phys rep or symbol drawn on yourself.

Repetitive Runecraft (Short rest, Item: Rune) When you Bestow a Novice or Journeyman rune you may Bestow it to a second compatible item. The second Bestow can be used by another player but must be applied within 1 minute. Repetitive Runecraft may not be combined with any other skill.

Quickrune (Short rest, Self only, Item: Rune) You can Bestow a rune effect from a rune in your possession

without touching the item card to the target. The Rune is still used up. You must say the incant of the Rune you are consuming. Ex. "Bestow +3 Temporary Armor." Found on Page 78

Savant (Long rest, Self Only): Choose one: [Amber, Amethyst, Citrine, Diamond, Emerald, Onyx, Orichalcum, Petrified Wood, Ruby, Sapphire]. When you craft a rune, you can substitute the base component of the recipe with the chosen component. Inform the Barkeep of this ability when you turn in your recipe.

Runic Return (Long rest, Self Only, Item: Rune) Revert one of your entirely unused Bestowed rune effects back into an unused rune. This skill cannot be used with runes created by Repetitive Runecraft or Master Reserves

Journeyman 50 CP Skills

Journeyman Runesmith (Permanent) You can craft journeyman runecraft recipes. You can also just state "Bestow: [Rune Name]" instead of its full effect.

Journeyman Runic Brand (Event, Self only, Item: Rune) Bind a Journeyman or Novice Rune to yourself directly. Write "Journeyman Brand" on the card and keep the card with you. For this event, this rune can only be used by you and resets every short rest. (You may substitute the card with your own phys rep or symbol drawn on yourself)

Empowered Rune (Short Rest, Self-only): You may double all numerical effects when you use a Bestowed Rune effect. Cannot be used with Overcharge.

Runic Recall (Short rest, Self Only) Re-Bestow a Journeyman or Novice rune effect from a rune effect you have Bestowed that day. You may not combine this with Repetitive Runecraft.

Runic Overcharge (Short rest, Self Only) Burst 3 a Bestowed Rune effect that deals Damage. Cannot be used with Empowered Rune.

Master 60 CP Skills

Master Runesmith (Permanent) You can craft Master Runecraft recipes. You may designate a single phys rep or symbol drawn on yourself to represent all your runes for the purpose of touch in the rune application process. Prerequisite: Journeyman Runesmith.

Master Runic Brand (Event, Self Only, Event, Item: Rune) Bind a master, journeyman, or novice rune to yourself directly. Write "Master Brand" on the card and keep the card with you. For this event, this rune can only be used by you and resets every long rest. (You may substitute the card with your own phys rep or symbol drawn on yourself)

Runic Mastery (Permanent, self only) You can use a Bestowed rune effect one additional time. If used with Empowered Rune or Runic Overcharge, only the first use is Affected. Prerequisite: Master Runesmith.

Master Reserves (Event, Self only): Bestow a rune effect from any runecraft recipe you know without materials or crafting. You may not use this rune with Runic Recall, Rune Return, or Repetitive Runecraft. Prerequisite: Master Runesmith.

Sealed Power (Permanent, Self only) Your Bestowed rune effects remain active until the end of the event, rather than expiring after resting. If the rune was Empowered, it returns to the base value after a Short or Long Rest. Prerequisite: Master Runesmith.

How to Make Runes

Runecarving taps into the magical essence of the world, utilizing mystical components and ancient artifacts. These essential materials can be found through exploration, interactions with other players, or as rewards from defeated foes. Each discovery or trade enriches your runecarving journey, providing the key ingredients needed to craft powerful runes.

PRESERVING COMPONENTS

Imagine you've spent the day on an adventure and you have a pouch full of plants, magical components, and gems. Instead of keeping these items indefinitely, you may present your findings to the Barkeep. In exchange for the physical items, you receive cards representing your components. These cards are convenient to carry and manage, and turning in the physical items allows the cast to redistribute the items so other players can find and use them.

CREATING RUNES

Runesmiths can create Runes by bringing the proper components to the Tavern. When you arrive, you'll submit the required components to the Barkeep. The Barkeep will tell you how long it will take to produce your Rune. After that time, you may return to get your Rune Card.

USING RUNES

Anyone may use a Rune. To use one:

- **Rune to Target:** Touch the Rune card to the target.
- **Open the card:** Open the card and read the paper so you know how the Rune affects you.
- **Follow Instructions:** Follow any instructions and Bestow the effect listed on the Rune.

The person that grants the effect is the only person that can activate or benefit from the effect, and can dismiss the granted effect at any time unless stated otherwise on the rune.

You may not open a Rune Card solely to determine what the effect of the Rune is unless you are a Runesmith.

The Rune Card must remain with the person who was granted the effect. Once the rune is used, Please turn the card inside out to indicate it has been used until you can turn it into the Barkeep.

You can use only one rune per object unless a special rule allows multiple enchantments.

Components and their Traits

Starfallen Opal (Air): Used in all Journeyman runes.
Mithril (Arcane): Used in all Master runes.
Amber (Blood)
Amethyst (Arcane)
Citrine (Mind)
Diamond (Air)
Emerald (Earth)
Onyx (Spirit)
Orichalcum (Divine)
Petrified Wood (Nature)
Ruby (Fire)
Sapphire (Water)

Runesmith Recipes

The following is a basic list of Runes. When new Runes are discovered, any Runesmith may use them. Please see the Barkeep in game or the Profession Book for a full list of currently available Runes:

Novice Runes

Rune of Arcane Blade (Amethyst, Bestow: Weapon) "Bestow: Arcane Damage 3."

Rune of Arcane Protection (Amethyst, Bestow: Resist) "Bestow: Resist Arcane."

Rune of Fire Blade (Ruby, Bestow: Weapon) "Bestow: Fire Damage 3."

Rune of Strong Grip (Emerald, Bestow: Weapon) "Bestow: "Resist" Disarm."

Rune of Protection (Emerald, Bestow: Temporary Armor Points) "Bestow: 3 Temporary Armor Points."

Rune of Earth Armor (Emerald, Bestow: Resist) "Bestow Resist Earth"

Rune of Crit Guard (Diamond, Bestow: Resist) "Bestow, "Resist" the next Crit that hits your shield"

Rune of Earth Blade (Emerald, Bestow: Weapon) "Bestow Earth Damage 3"

Rune of Striking (Ruby, Weapon) "Bestow Damage 4"

Rune of Stone Weapon (Diamond, Bestow: Weapon) "Bestow: "Resist" Shatter on your weapon."

Journeyman Runes

All Journeyman Runes a Starfallen Opal in addition to the specified component.

Rune of Greater Striking (Ruby, Bestow: Weapon) "Bestow Damage 6."

Rune of Greater Spirit Blade (Onyx, Bestow: Weapon) "Bestow Spirit Damage 5."

Rune of Penetration (Diamond, Bestow: Weapon) "Bestow Crit on your next attack."

Rune of Fractured Shield (Emerald, Bestow: protection) "Bestow, Protection, When your shield is next shattered you may state "cure shatter"

Rune of Greater Nature Blade (Petrified Wood, Bestow: Weapon) Bestow: Nature Damage 5.

Rune of Greater Fire Protection (Ruby, Bestow: Resist) Bestow: Resist Fire 5 minutes."

Rune of Greater Protection (Emerald, Bestow: Temp Armor Points) "Bestow 6 Temporary Armor Points."

Rune of Greater Divine Blade (Orichalcum, Bestow: Weapon) "Bestow: Divine Damage 5."

Rune of Greater Earth Blade (Emerald, Bestow: Weapon) "Bestow Earth Damage 5."

Rune of Greater Arcane Blade (Amethyst, Bestow: Weapon) "Bestow: Arcane Damage 5."

Master Runes

All Master Runes require Mithril in addition to the specified component.

Rune of Superior Striking (Ruby, Bestow: Weapon) "Bestow Weapon, Damage 10."

Rune of Superior Spirit Blade (Onyx, Bestow: Weapon) Bestow to Weapon, Spirit Damage 8.

Rune of Superior Fire Blade (Ruby, Bestow: Weapon): "Bestow: Fire Damage 8"

Rune of Superior Air Blade (Diamond, Bestow: Weapon) "Bestow Air Damage 8."

Rune of Superior Nature Blade (Petrified Wood, Bestow: Weapon) "Bestow Nature Damage 8."

Rune of Superior Water Blade (Sapphire, Bestow: Weapon) "Bestow: Water Damage 8."

Rune of Superior Protection (Emerald, Bestow: Temp Armor) "Bestow: 9 Temporary Armor Points."

Rune of Superior Divine Blade (Orichalcum, Bestow: Weapon) "Bestow: Divine Damage 8."

Rune of Paralyzing (Petrified Wood, Bestow: Weapon) "Bestow: Paralyze"

Rune of Slaying (Onyx, Bestow: Weapon) "Bestow Death."

REDISCOVERING LOST TECHNIQUES

In your travels, you might unearth ancient Rune writings, long forgotten by the sands of time. Upon submitting these rare finds to the Barkeep, you and all other Runesmiths gain access to the knowledge on how to create these new Runes. Your discovery then transcends personal gain, contributing to the collective wisdom and skill of the entire Runesmithing community.

EXPERIMENTATION

Players who have purchased Master Runesmith may submit an Experiment to the Barkeep once an Event. Submit components and an Experiment form and the Myth staff will review your proposal and determine if the experiment was successful. If it is, the new recipe will be added to the game, available to the entire Runesmithing community.





WIZARD

Wizards stand at the crossroads of the arcane, delving into the enigmatic weave of magic that blankets the world. Among the select few who can channel unseen energies, wizards transform ethereal forces into wondrous acts.

In their relentless pursuit of arcane knowledge, many wizards immerse themselves in scholarly endeavors, amassing vast wisdom about mystical incantations, intricate hand movements, and the profound mysteries of the arcane. To these sages, uncovering lost or obscure magical secrets is not just a quest; it's an obsession.

What's Your Hook?

Stepping into the robes of a wizard means embracing a life less ordinary, driven by an insatiable quest for arcane mastery. Perhaps a pivotal, otherworldly event sparked your magical journey, revealing a latent talent for harnessing mystical forces. Or you're a diligent student, tirelessly toiling to grasp each spell's nuances. Does the allure of magic ignite a thirst within you for ever-deeper knowledge, constantly pushing the boundaries of what's known? Or are you a seeker of forbidden spells, a renegade mage on the run, always one step ahead of those who fear or covet your unconventional powers? Your relationship with the arcane defines your path as a wizard — be it a natural affinity, a dogged pursuit of knowledge, or a daring dance with the forbidden.

Opener Skill

[Main: Free | Second: 40 CP | Third: 40 CP]

- **College of Magic:** Choose Arcane, Air, Blood, Earth, Fire, Mind, Spirit, or Water and the college's respective 40 CP skill. You can purchase additional colleges of magic for 40 CP.

Novice 40 CP Skills

College of Focus (Permanent): You may cast any Spell "Through [Arcane, Air, Blood, Earth, Fire, Mind, Spirit, or Water]" instead of its normal Trait. You choose the trait when you purchase this Skill. Once set, this choice cannot be changed.

Empowered Spellbook (Permanent, Item: Foam Spellbook): You may block incoming "Through" packet effects from enemies, state "Resist," and immediately restore one of your short rest spells. Your spellbook must be boffer-style, made entirely of foam, and no larger than 9" wide and 12" tall.

Magic Missile (Permanent, Packet): "Through Arcane, Damage 1." Damage from this skill may not be increased unless an item or skill specifically states it can.

Personal Spell Shield (Short Rest, Self Only): "Resist" a Through effect. Personal Spell Shield cannot be used to resist a "Death" effect unless otherwise stated.

Spell Penetration (Short Rest, Self Only): Immediately recast a Packet Delivered Through Effect your target resisted.

Journeyman 50 CP Skills

Improved Studies: See the "Colleges of Magic" section for the 50 CP skill you gain from your College.

Dispel Magic (Short Rest, Packet): "Dispel All." Alternatively, after 1 minute of RP touching an Arcane Lock or Magic Item, you may place a green sticker with an X on it to disable the Lock or Item until the beginning of the next day.

Globe of Invulnerability (Long Rest, Self Only, Bestow: Resist): "Through Arcane, Bestow: "Resist Choose one category (Elements, Natural or Magic.) for 5 mins you are resistant to through effects of the chosen category. Elements (air, fire, water, earth), Natural (Divine, Spirit, Nature) Magic (Arcane, Blood, Mind)

Mage Armor (Short Rest, Self Only): "Through Arcane, Bestow: 4 Temporary Armor Points."

Master 60 CP Skills

Order of the Scribes: See the "Colleges of Magic" section for the 60 CP skill you gain from your College. Prerequisite: Improved Studies.

Spell Reflect (Permanent): When you successfully "Resist" a Through effect with Personal Spell Shield, you gain a single use of the same skill that must be used immediately. Prerequisite: Personal Spell Shield.

Magical Blast (Short Rest, Packet, Burst 2): "Through Arcane, Damage 6."

Power Word: Kill (Long Rest, Packet): "Through Spirit, Death."

Scry (Between Events, Item: something connected to the person, place, or object): You may ask a single question concerning a person, place, or object. The more focused your question regarding that person, place, or object, the more information you will receive at the following check-in.

Maximize (Short Rest, Self Only, Bestow: Utility): Double the Damage of any non-burst spell.

Colleges of Magic

Aeromancy (Air)

[40 CP] Gust (Short Rest, Packet): "Through Air, Disengage 10 paces."

[50 CP] Lightning Bolt (Short Rest, Packet): "Through Air, Damage 6."

[60 CP] Winds of Renewal (Long Rest, Touch, Burst: 3): "Though Air, Restore all Short Rest skills."

Arcanomancy (Arcane)

[40 CP] Arcane Lock (Long Rest, Item: Paper with the words "Arcane Lock" and Green Sticker with your name on it): "Through Arcane, I seal this [door, chest, or box]." Then tape or tack the paper across the object on one side. Only the caster can open the object from the side with the Green Sticker. Anyone can open the object from the side without the green sticker, but breaks the Arcane Lock.

[50 CP] Spell Inversion (Short Rest, Self-Only): You may "Resist" a Through effect that does Damage, you instead Heal that amount.

[60 CP] Dead Zone Caster (Permanent): State "No Effect" and Resist Silence.



HEMOMANCY (BLOOD)

[40 CP] Transfusion (Short Rest, Packet) "Through Blood, Crit Damage 3" If Transfusion hits and is not resisted, state "Through Blood, Heal 3."

[50 CP] Sanguine Surge (Permanent): You may reduce your maximum Hit Points by 1 for the entire event. If you do, increase all Spell Damage by 1.

[60 CP] Blood Rend (Long Rest, Packet): "Through Blood, enter a 10 second Bleed Out."

GEOMANCY (EARTH)

[40 CP] Rock Throw (Short Rest, Packet, Burst 4): "Through Earth, Damage 3."

[50 CP] Stone Skin (Long Rest, Self Only, Bestow: Resist): "Through Earth, Bestow: "Resist" to all uncalled Weapon Damage for 5 minutes." State "Resist" to all uncalled weapon Damage.

[60 CP] Fracture (Long Rest, Packet): "Through Earth, Maim All."

PYROMANCY (FIRE)

[40 CP] Firebolt (Short Rest, Packet): "Through Fire, Damage 5."

[50 CP] Heat Metal (Short Rest, Packet, Burst 3): Through Fire, Disarm 10 seconds. If the target has two weapons, the target chooses which weapon to drop.

[60 CP] Phoenix (Long Rest, Self Only, Target: In Bleed Out): "Through Fire, Heal 3 Hit Points" and gain one use of Burst 3 Firebolt that must be used immediately.

HYDROMANCY (WATER)

[40 CP] Drown (Short Rest, Packet): "Through Water, Weakness."

[50 CP] Ice Block (Long Rest, Self Only, Bestow: Utility): "Through Water, Sanctuary"

[60 CP] Invigorating Waters (Permanent): State "No Effect" and Resist Sleep

NEUROMANCY (MIND)

[40 CP] Mind Sliver (Short Rest, Voice): "Through Mind, To [single target] Crit Damage 2."

[50 CP] Stupify (Short Rest, Voice): "Through Mind, to [single target] slow."

[60 CP] Sleep (Long Rest, Packet): "Through Mind, Sleep 5 minutes."

SOULMANCY (SPIRIT)

[40 CP] Delay Curse (Long Rest, Touch): "Through Spirit, pause all Curse effects until the next day."

[50 CP] Reverse Life (Permanent): You may cast any tier 1-3 Healing spells "Through Spirit" as Damage of the same amount. Neither the Damage nor the Healing may be increased unless an item or skill specifically states it can.

[60 CP] Revivify (Long Rest, Packet, Target: Corpse): "Through Spirit, Cure Death and Heal 1 Hit Point."





• CHAPTER 5 •

Open Skills

Open Skills let you develop a character that goes beyond the boundaries of any single class. These versatile skills enable players to build unique combinations of talents, blending a variety of combat, magic, and support abilities. Open Skills are available to every character, allowing you to add new strengths and adapt to any challenge, regardless of your primary class or role.

Whether you're aiming to bolster your defenses, enhance your combat capabilities, or delve into spellcasting, the Open Skills chapter offers a wide range of options. Each skill provides a new layer of depth to your character's growth, helping you navigate Hyraeth's dynamic world with greater flexibility and impact.

Free Skills

Free Skills represent the basic competencies every character has access to at no CP cost. They require no purchase and are available from the outset. While you may choose to forgo them for roleplaying reasons, they are always mechanically available. These skills provide a flexible and practical foundation for your character.

Apply Pressure (Permanent, Item: Medical Prop, RP: Continuously using a Medical Prop): "You can pause your Bleed Out count until I remove my [Prop]." This skill will end if you remove your [Prop], use any other skills, or take Damage.

Archery (Permanent): You may use a bow or crossbow. You must have both feet planted on the ground when using this skill. You may not fire a repeating ranged weapon more than once every 10 seconds without an in-game item or skill that allows you to do so.

Armor Proficiency (Permanent): You may wear any type of armor.

Dagger (Permanent): You may possess and wield a dagger. You may not wield a dagger with another weapon without the Dual Weapons skill.

Diagnose (Permanent, Target: Person, RP: Ten seconds checking the targets vitals): "Diagnose." The patient may tell you how many Hit Points they are missing, if they are under any active effect (except curse), and the time remaining of any active effect. You may do this while applying pressure.

Execute (Permanent, Weapon or Touch, Target: Helpless, RP: 3 Second Count): "I Execute you 1, Execute you 2, I Execute you 3." You may also expend a Spell with the Through Keyword that causes Damage to add "Through [Same Trait as expended spell]."

Flat (Permanent, Weapon): "Flat." Your weapon does no Damage this attack.

Item Repair (Permanent, Location: Forge or Place of Power, Target: Armament, RP: One minute" "repairing item): At the Forge, you may "Repair 1 Armor Point" for armor or "Repair Shatter" for weapons, shields, or items. At the Place of Power, you may remove a sticker with an X from a magic item

Light (Permanent, Item: Diffused, non-white light that is not a blacklight): You may possess a light source. This light may be a lantern, a faux torch, or a spell. For the spell version: "Through Fire, Light." You may not give the light source to someone without the Light Skill.

Literacy (Permanent): You know how to read and write.

Shield (Permanent): You may use a shield.

Spare Blade (Permanent): You may possess one additional in-game weapon. You may not wield it with another weapon without the Dual Weapons skill.

Tie Bonds (Permanent, Target: Helpless, RP: Ten seconds binding a target's hand or feets with rope): "Bind 5 minutes." Another person may cut or untie the binds to instantly end this effect.

Unskilled Weapon Usage (Permanent): You may possess and wield any one-handed or two-handed

weapon. You may not wield this weapon with another weapon without the Dual Weapons skill. You may use two hands on a single one-handed weapon.

Open Defense Skills

10 CP Skills

Disengage (Short Rest, Weapon): "Crit Disengage 3 paces."

20 CP Skills

Strong Grip (Short Rest, Self Only): "Resist" Disarm.

Quick Feet (Short Rest, Self Only): "Resist" Slow.

30 CP Skills

First Aid (Permanent, Item: Medical Prop, RP: Continuously administering first aid with both hands): "You can pause your Bleed Out count until I remove my [Prop]." This skill will end if you use any other skills or take Damage. After one minute of role playing this skill continuously, you may state "Heal 1 Hit Point" or "Cure 1 Maim."

Hit Points (Permanent): You gain 1 permanent Hit Point. You may purchase up to 7 additional Hit Points.

Open Weapons Skills

10 CP Skills

Cheap Shot (Short Rest, Weapon, Target: From Behind): "Crit, Damage 1."

Dual Weapons (Permanent): You may possess one additional in-game weapon and wield two one-handed weapons.

Slash (Short Rest, Weapon): "Damage 2."

Hamstring (Short Rest, Weapon, Target: Leg): "Slow."

20 CP Skills

Disarm (Short Rest, Weapon, Target: Weapon): "Disarm, 10 seconds."
Hack (Short Rest, Weapon): "Damage 3."

Silencing Strike (Short Rest, Weapon, Target: Torso): "Silence."

Slice (Short Rest, Weapon, Target: From Behind): "Crit, Damage 2."

30 CP Skills

Maim Limb (Short Rest, Weapon, Target: Limb): "Maim."

Pierce (Short Rest, Weapon): "Crit, Damage 1."

Sneak Attack (Short Rest, Weapon, Target: From Behind): "Crit, Damage 3."

Strike (Short Rest, Weapon): "Damage 4."

Thrown Weapon (Permanent): Allows you to carry and use any number of throwing weapons."

Open Offensive Magic Skills

10 CP Skills

Elemental Dart (Short Rest, Packet): ""Through [Fire, Water, Air, Earth], Damage 2."" You choose the element at the time of casting.

Magic Dart (Short Rest, Packet): ""Through [Arcane, Blood, Mind], Damage 2."" You choose the element at the time of casting.

Nature Dart (Short Rest, Packet): ""Through [Divine, Spirit, Nature], Damage 2."" You choose the element at the time of casting.

Spin (Short Rest, Packet): "Through Air, Control: Spin in place 3 times."

20 CP Skills

Elemental Spear (Short Rest, Packet): ""Through [Fire, Water, Air, Earth], Damage 3."" You choose the element at the time of casting.

Magic Spear (Short Rest, Packet): ""Through [Arcane, Blood, Mind], Damage 3."" You choose the element at the time of casting.

Nature Spear (Short Rest, Packet): "Through [Divine, Spirit, Nature], Damage 3." You choose the element at the time of casting.

Pacify (Short Rest, Packet): “Through Arcane, Daze.”

Slow (Short Rest, Packet): “Through Air, Slow.”

30 CP Skills

Elemental Lance (Short Rest, Packet): "Through [Fire, Water, Air, Earth], Damage 4." You choose the element at the time of casting.

Magic Lance (Short Rest, Packet): "Through [Arcane, Blood, Mind], Damage 4." You choose the element at the time of casting."

Nature Lance (Short Rest, Packet): "Through [Divine, Spirit, Nature], Damage 4." You choose the element at the time of casting.

Break Limb (Short Rest, Packet): “Through Fire, Maim [right/left] [arm/leg].”

Snare (Short Rest, Packet): “Through Earth,`Snare.'”

Command: Flee (Short Rest, Packet): “Through Mind, Fear.”

Open Defensive Magic Skills

10 CP Skills

Bark Skin (Short Rest, Packet, Bestow: Temporary Armor): “Through Earth, Bestow: 1 Temporary Armor Point.”

Minor Elemental Shield (Short Rest, Packet, Bestow: Resist): “Through [Fire, Water, Air, Earth], Bestow: Resist [Same Element].” This resist must be used on the first skill that targets you and matches the element chosen. You choose the element at the time of casting.

Sanctify Corpse (Short Rest, Packet, Bestow: Utility): “Through Divine, Bestow: Sanctify Corpse. I prevent this body from being raised against its will.” You may cast this on a living person and the effect will persist after death.

20 CP Skills

Minor Magic Shield (Short Rest, Packet, Bestow: Resist): “Through [Arcane, Blood, Mind], Bestow: Resist [Same Element].” This resist must be used on the first skill that targets you and matches the element chosen. You choose the element at the time of casting.

Minor Nature Shield (Short Rest, Packet, Bestow: Resist): “Through [Divine, Nature, Spirit], Bestow: Resist [Same Element].” This resist must be used on the first skill that targets you and matches the element chosen. You choose the element at the time of casting.

Minor Grant Life (Short Rest, Packet, Bestow: Temporary Hit Points): “Through Divine, Bestow: 1 Temporary Hit Point.”

30 CP Skills

Charm Person (Short Rest, Packet): “Through Mind, Control: Ignore me until I attack you.”

Turtle Shell (Short Rest, Packet, Bestow: Temporary Armor): “Through Nature, Bestow: 2 Temporary Armor Points.”

Grant Minor Blessing (Short Rest, Touch, Target: Corpse): “Through Divine, I grant you a minor divine blessing, When you enter Dedrot’s Realm, Notify Dedrot’s Barrister of this Minor Blessing.” During Dedrot’s Gamble, subtract two from your total dice roll after you finish rolling at the barrister.

Open Healing & Utility Skills

10 CP Skills

Alarm (Short Rest, Packet, Bestow: Utility): “Through Air, Bestow: Alarm. If you are killed or knocked unconscious before your next Short Rest, you may shout ‘Help! Over here!’ for 10 seconds.”

Carry Companion (Short Rest, Packet, Bestow: Utility): “Through Earth, Bestow: Carry Companion. You may carry another person at full speed for 1 minute.”

Cure Minor Wounds (Short Rest, Packet): “Through Divine, Heal 1 Hit Point.”

Dissipate Corpse (Short Rest, Packet): “Through Water, end your Death Count Immediately.”

Strength of the Earth (Short Rest, Packet, Bestow: Utility): "Through Earth, Bestow: Strength 5 Minutes.” For determining if you can move numbered red stickered items, you count as 2 people for the duration.

20 CP SKILLS

Cure Light Wounds (Short Rest, Packet): "Through Divine, Heal 2 Hit Points."

Delay Poison (Short Rest, Packet): "Through Earth, I pause your Poison count for 5 minutes."

Elemental Weapon (Short Rest, Packet, Target: Weapon, Bestow: Weapon): "Through [Fire, Water, Air, Earth], Bestow: [Same Element] Damage 2." You choose the element at the time of casting."

Magic Weapon (Short Rest, Packet, Target: Weapon, Bestow: Weapon): "Through [Arcane, Blood, Mind], Bestow: [Same Element] Damage 2." You choose the element at the time of casting.

Nature Weapon (Short Rest, Packet, Target: Weapon, Bestow: Weapon): "Through [Divine, Spirit, Nature], Bestow: [Same Element] Damage 2." You choose the element at the time of casting.

30 CP SKILLS

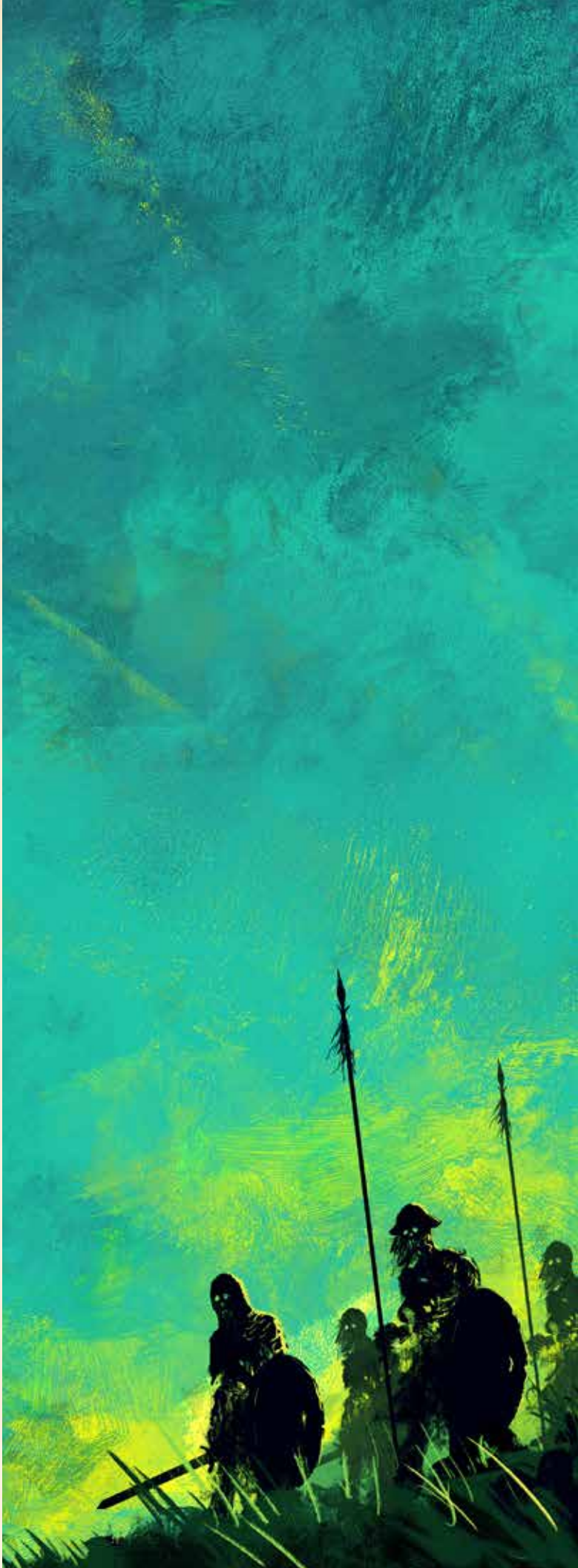
Calm Mind (Short Rest, Packet): "Through Divine, Cure Control and Fear."

Cure Maim (Short Rest, Packet): "Through Divine, Cure 1 Maim."

Cure Moderate Wounds (Short Rest, Packet): "Through Divine, Heal 3 Hit Points."

Free Action (Short Rest, Packet): "Through Arcane, Cure [Snare or Bind]."

Gatherer (Event, RP: 20 minutes gathering from a node): After roleplaying, you may take a card and turn it into the Tavern Barkeep. You gain 5 random materials that match the node type. Node types: [Mining, Logging, Panning, Hunting, and Gathering.]"







• CHAPTER 6 •

Origins of an Adventurer

In Myth, your character's origin shapes who they are and where they come from, providing a foundation for their motivations and story. Choosing an origin offers inspiration for your character's background while allowing flexibility to develop their traits and goals as you play. Each origin hints at skills and experiences that your character brings into the game, enhancing their role within the world.

Possible Origins

Your character's origin shapes their experiences, motivations, and unique perspective on the world of Myth. Whether you envision your character as someone who has traveled far, or as someone deeply rooted in a particular community or trade, their origin gives them depth and helps explain why they are the way they are.

Here are some possible origins for your character:

- **Artisan:** A skilled craftsman or craftswoman, creating and mastering specific tools, weapons, or everyday items with exceptional skill and dedication.
- **Caravan Guard:** Serving as protection for merchants or travelers, you've seen the roads' dangers firsthand and lived to tell the tale, using your fighting skills to keep your charges safe.
- **Criminal:** Born into hardship or mischief, you've been involved in illegal dealings, whether for survival or personal gain, always trying to stay one step ahead of the law.
- **Entertainer:** A performer at heart, skilled in music, dance, or acting. You've spent your life delighting crowds in taverns, on the street, or in royal courts.
- **Farmer:** The salt of the earth, you've spent your days working the land. Farming has taught you patience, hard work, and resilience.
- **Faithbound:** You were devoted to a temple or sacred place, serving under a priest, performing rites, and learning divine ways. This devotion helped you learn spiritual power and a deeper connection to your faith.
- **Hermit:** Solitude is your comfort. You've lived apart from society, perhaps in the wilderness or on the edge of town, developing self-reliance and introspection.
- **Merchant:** Skilled in the art of trade, you've spent your time moving goods between cities, always searching for the next profitable deal.
- **Pathfinder:** You've explored untamed lands, serving as a guide for others or following your desire to chart the unknown.
- **Sailor:** The sea is your home. You've sailed on many ships, weathering storms and seeking adventure across the ocean.
- **Soldier/Mercenary:** Whether through loyalty to a kingdom or for coin, you've been trained in battle, seeing the bloody side of war firsthand.
- **Wanderer:** Someone who has spent their life on the road, never staying in one place for too long, living by their wits and skills.

These origins are just possible starting points for your character's story and not a must. Whether you begin with a fully developed background or let it unfold over time as you play, Myth encourages you to craft a character that grows with each new adventure. Think of how excited you are to see a character in a movie or book have a great story arch. This is your chance to give that experience to others with a character you created.

A Growing Mystery

As a new player, your character's past is a blank slate. You can reveal it as you go, allowing your experiences in-game to shape your story. This approach lets your background evolve in tune with the ongoing narrative.

CHOOSING YOUR NAME AND AGE

Your character's name can reflect their origin or be forged during their adventures. Names shape how others perceive your character, so choose one that fits your vision. In Myth, age is flexible—you can be as young or as old as you imagine, within the human lifespan for long-lived races like elves. However, we encourage players to consider playing a character around their own age for believability. It's often difficult to pass as a teenager if you're considerably older, and similarly, portraying an older character can be less convincing if you're quite young.

WHERE YOU GREW UP

Whether your character hails from the streets of a bustling city or the tranquility of a small village, where they grew up can influence their motivations and traits. You can either decide this beforehand or let your background emerge through play.

DEFINING WHO YOU ARE

Your character's personality doesn't need to be fully formed at the start. Let traits and quirks develop naturally as you get into the game. Embrace imperfection—flaws are what make characters grow and evolve.

INTEGRATING PLOT HOOKS

Consider adding plot hooks to your character's story for future adventures:

- **Mysterious Elements:** You might include an unresolved part of your past or a cryptic item that could spark future intrigue. This item doesn't need to be something magical in nature, but it can add depth to your backstory.
- **Goals and Rivalries:** Personal goals and rivalries can also drive your character's actions. Perhaps you're searching for a family heirloom, confronting an enemy, or pursuing an ambition that has defined your character's journey.
- **Unusual Alliances:** Your character might owe someone a favor or have an unexpected ally. In some cases, your parents might owe a debt that you are now responsible for repaying.
- **Secrets and Revelations:** You can also incorporate secrets and revelations. For example, you might discover your hands are surprisingly swift, leading to new challenges in picking pockets or unlocking doors. Your background could be enriched by family ties, whether you're seeking to avenge a wrong, protect a secret, or prove yourself to doubting relatives.
- **Atonement:** Atonement could be a central theme as well, with your character on a quest to make amends for a betrayal, crime, or failure, driven by the desire for forgiveness or redemption.
- **Forgotten Past:** A forgotten past can add layers of mystery, with fragments of your lost memories resurfacing at key moments, pointing toward a deeper mystery waiting to be unraveled.
- **Old Foe:** Finally, your character could be haunted by an old foe, an adversary from your past who constantly seeks to bring you down.

These are just a few ideas for hooks to enrich your story, adding depth and creating opportunities for future adventures.

RESTRICTED CHARACTER CONCEPTS

To maintain balance and respect for others in the game, follow these guidelines:

- **Live in the World:** Root your character in an existing city or town from the game's map to tie them into the world's lore.
- **Avoid Excessive Wealth or Power:** Keep your character's background balanced without unrealistic advantages.
- **Inappropriate References:** Avoid including references to sensitive topics like sexual violence.
- **Mental Health Representation:** Roleplay mental health respectfully, avoiding stereotypes or clinical terms. Do not include it in your background.
- **Empathy and Respect:** Approach past traumas or phobias with sensitivity and care.

By respecting these boundaries, you help create an engaging, inclusive, and fun game for all. We're excited to see how your character will grow and thrive in the world of Myth!

The Deities of Hyraeth

As you consider the origins of your character, you may wish to select a deity. Deities in Myth are spiritual beings embodying the highest ideals and the darkest urges of existence. They serve as living reflections of morality, ethics, and the many facets of mortal life, each with the power to influence the unfolding story.

In Myth, the gods do not exist in isolation; they observe the mortal realm, demanding respect, loyalty, and obedience from those who seek their favor. Their influence is felt through churches and devotees who work to uphold and enforce their divine will.

To assist in crafting your character's backstory, the following pages introduce the deities of Hyraeth, offering insight into their domains, symbols, and the ways they might touch your character's journey.

ADARA

Known as the Truthbringer, Adara is the goddess of Light, Truth, and Justice, twin sister of Naenya. Her symbol is a golden coin bearing a sun, and she is depicted as a radiant woman with bright flowing hair, holding scales to represent justice and balance.

AMITEL

The god of Arcane magic, rituals, and knowledge, Amitel is called the Seer. His symbol, a white disk with a swirl of blue and purple Arcane, reflects his quest for hidden knowledge and mastery over the Arcane forces that flow through Hyraeth.

DEDROT

Called the Keeper, Dedrot is the deity of death, symbolized by a skull on a black field. Often envisioned as a hooded skeleton in a dark robe, Dedrot is the quiet guide who ushers souls from life to the unknown.

ENOON

The Earthmother and patron of druids and rangers, Enoon symbolizes nature's cycle. Represented by a leaf that changes color with the seasons, she embodies life's ebb and flow, the duality of summer and winter, growth and decay.

IXBUS

Known as the Merchant, Ixbus is the god of wealth, crafting, and commerce. Their symbol, a metal disk with an overflowing bag of coins, reflects their competitive, intelligent, and ambitious nature. Ixbus brings good fortune and prosperity to their followers.

NAENYA

The Night Queen, Naenya governs shadow, secrets, and mercy, balancing her twin Adara's light. Her symbol is a silver coin with a moon, and she is depicted as a figure of quiet strength, often carrying a sword that complements her sister's scales.

ORORO

The deity of elemental storms, Ororo is known as the Stormlord. Represented by a wooden disk with elemental symbols, Ororo embodies nature's raw power and the primal chaos from which the world was formed.

RYKNOS

The Warlord and god of war, Ryknos champions the strong and the determined. His symbol is a sword and ax crossed over a lightning bolt. War is his path to power and balance, a means to drive purpose and uphold Naenya's balance.

SCANDELEN

Called the Laughing One, Scandelen is the deity of music, festivals, and beauty. Their symbol is a bottle of wine with grapes, and they draw strength from every festivity, every work of art, and each song performed in their honor.

The Cantaran Calendar of Hyraeth

In the realm of Hyraeth, the flow of time is marked by the calendar developed by the esteemed Cantaran scholar, Kendra Armadas. For ease of understanding, the Cantaran year directly aligns with our world's timeline: for instance, the current year of 710 in Hyraeth corresponds to 2010 in our world.

RIDES & DAYS

In Myth, weeks are called rides, and each ride is divided as follows:

- **Moonday:** Monday
- **Twinsday:** Tuesday
- **Winesday:** Wednesday
- **Thunderday:** Thursday
- **Fireday:** Friday
- **Swordsday:** Saturday
- **Shieldsday:** Sunday

YEARS & MOONS

The Cantaran year, called a "winter," is made up of 365 days, structured into 12 months, known as "moons." Each moon has between 28 and 31 days, organized into seven-day periods called "rides."

CHILLWIND (JANUARY)

- **Sign:** The Star – Optimism and inspiration.
- **Special Day:** Midwinter

SNOWFELL (FEBRUARY)

- **Sign:** The Moon – Introspective and spiritual.

WINTERWANE (MARCH)

- **Sign:** The Emperor – Loyalty, wisdom, and ambition.

MISTMOOT (APRIL)

- **Sign:** The Hierophant – Guided by inner knowledge.
- **Special Day:** Springtide

MEADOWRISE (MAY)

- **Sign:** The Lovers – Duality and diverse perspectives.

GREATSUN (JUNE)

- **Sign:** The Chariot – Focused mental energy.

FIREMEET (JULY)

- **Sign:** Strength – Fostering bravery and ambition.
- **Special Day:** Midsummer

FIREWITHE (AUGUST)

- **Sign:** The Hermit – Wisdom and introspection.

SOFTSUN (SEPTEMBER)

- **Sign:** Justice – A natural inclination toward fairness.

LEAFELL (OCTOBER)

- **Sign:** Death – Shedding the old to embrace the new.
- **Special Day:** Hallowtide

SNOWMOOT (NOVEMBER)

- **Sign:** Temperance – Balanced and gentle wisdom.

FELLNIGHT (DECEMBER)

- **Sign:** The Mage – Passion and empowerment.

CELEBRATIONS & HOLIDAYS

Throughout the year, the people of Hyraeth celebrate holidays that bring communities together in traditions as vibrant as the seasons themselves. These gatherings reflect the soul of Hyraeth, where ancient customs merge with the joys of the present, and every day on the calendar carries a unique story.

MIDWINTER

Known widely as the High Festival of the Moon, Midwinter is a cherished time for reconnecting with loved ones, sharing stories from the past year, and looking toward the future. Communities host grand feasts where warmth and goodwill flow as freely as the mead, and gifts are exchanged as tokens of friendship. It's a night when the moon is said to shine brighter, guiding

the hopes of all who gather under its light.

SPRINGTIDE

Celebrating the official start of spring, Springtide is a day of renewal and relaxation before the planting season begins. Villages gather by riversides and meadows, sharing picnics, singing old songs, and telling tales of last year's harvest. The day is full of laughter and anticipation as people offer their hopes for the season's bounty.

MIDSUMMER

Also called the Long Night, Midsummer marks the height of summer revelry. As the sun lingers late into the evening, Hyraeth comes alive with feasting, music, games, and romance. Couples dance until dawn, and friends challenge each other to contests of skill. The celebration embraces the fullness of life, with bonfires blazing long into the night.

AVENTINE

Spanning from the first day of Softsun to the last day of Leafell, Aventine is a two-month tribute to the harvest and the fading year. People travel far and wide to regional festivals, bringing the land's finest foods and crafts to markets and fairs. The highlight of Aventine is Hallowtide, when traditions culminate in a blend of reverence and revelry.

HALLOWTIDE

Once a sacred Elven rite, Hallowtide has become beloved across Hyraeth. Spanning three mystical days, it's a celebration of music, masks, and feasting. By day, families engage in lively games; by night, masquerades transform the villages. The practice of Veiling encourages people to disguise their homes as abandoned, warding off wandering spirits in search of their kin. Some towns organize ghost tours and monster hunts known as The Culling, an ancient tradition to cleanse the forests of dangerous creatures before winter sets in.

These celebrations, from the radiant feasts of Midsummer to the quiet contemplation of Hallowtide, add rhythm and meaning to Hyraeth's seasons. Through these shared days, the people of Hyraeth forge bonds, honor the past, and embrace the journey of the year to come, weaving tradition into the vibrant fabric of their lives.





• CHAPTER 7 •

Character Equipment

Your character's equipment is a key part of gameplay, whether it's armor, weapons, or magical items. This section outlines the equipment rules and guidelines to ensure your character is prepared for the challenges ahead.

Starting Equipment

Unlike traditional tabletop games, Myth requires you to purchase or create your character's equipment before the game. This includes items like weapons, armor, clothing, and accessories. These items must be acquired outside the game, and in-game coins cannot be used for this purpose.

COIN AND WEALTH IN MYTH

As adventurers journey through the world of Myth, they'll find more than just glory and danger along the way. Coins, the lifeblood of trade, are scattered throughout their travels, waiting to be spent in bustling markets, lively inns, and mysterious shops. Each coin carries the weight of its material, with the humble copper piece being far less valuable than the gleaming gold crown. Yet, even the smallest coin holds potential in the hands of a clever adventurer.

In the kingdom of Cantara, where most commerce takes place, the economy is built on three primary coins:

COIN VALUES

Coin	Value in Silver Pieces
Copper Piece (bit)	10/1
Silver Piece (star)	1
Gold Piece (crown)	1/10

Copper pieces are the most common and are often referred to as bits. Silver pieces, or silver stars, are the currency used by most. Gold pieces or gold crowns are used by the wealthy and powerful.

But wealth in Myth isn't limited to coins alone. Gems, ancient Relics, rare art, and even land can hold incredible value. Adventurers might stumble upon precious stones in forgotten ruins or earn a piece of land as a reward for their heroic deeds. These treasures, often rarer than simple currency, offer a glimpse into the vast world of riches waiting to be discovered.

Cantara's unique trade tablets, minted from precious metals and stamped with the kingdom's seal, are another form of wealth, reserved for large transactions and trade among the elite. Beyond mere currency, these tablets and rare items become part of the adventurer's growing fortune, a testament to their success in the world.

STARTING COINS

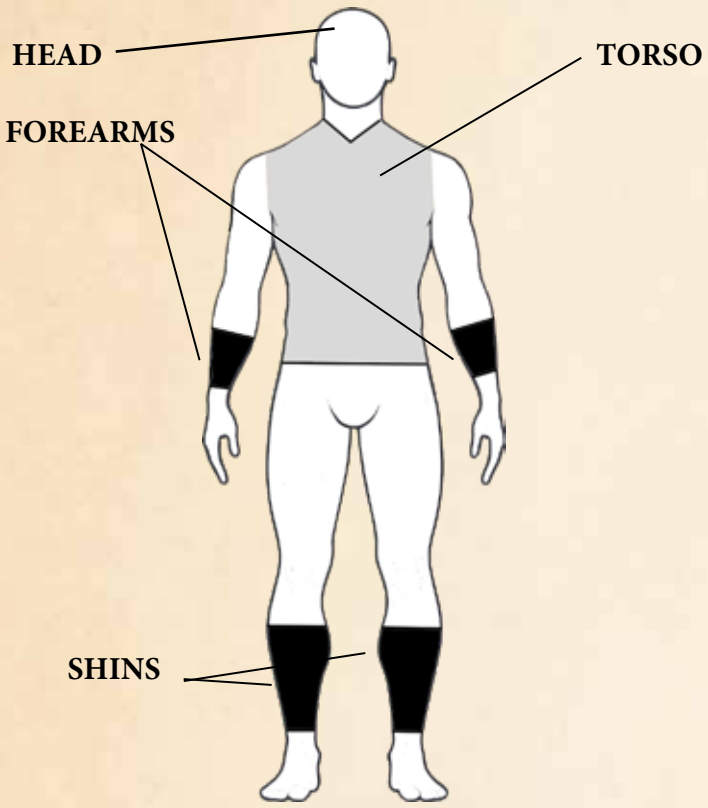
When you first step into the realm of Myth, your journey begins with 10 silver coins in your pouch—a modest start to what could become a vast fortune. Don't forget to collect these coins during check-in, for they might be the first step toward greater riches in your future adventures.

ARMOR

Armor in Myth is crucial for adventurers, providing protection from the dangers they encounter in their travels. Armor is categorized into three types based on its material and construction, each offering different levels of protection, measured in Armor Points.

- **Light Armor:** Provides 1 Armor Point per covered area. Made from flexible materials like padded cloth or leather.
- **Medium Armor:** Offers 2 Armor Points per covered area. Examples include studded leather, chain shirts, and scale mail.
- **Heavy Armor:** Provides 3 Armor Points per covered area, made from materials like full-sleeve chain mail, splint mail, or plate armor.

Your armor type and coverage are determined during check-in, with armor points based on the specific areas of your body the armor covers. For example, you must cover at least your forearms for arm protection, shins for leg protection, both chest and back for torso protection, and head from the top to just above your ears.



MIXING ARMOR TYPES

If you mix armor types on the same body area, the protection level is determined by the weaker armor. For example, if you wear plate armor on one forearm and leather on the other, you will receive 1 Armor Point, the value of the lighter armor.

SIMULATED ARMOR

If you cannot acquire real armor, you may use simulated armor that closely resembles traditional armor in appearance. This allows for an immersive experience while maintaining accessibility for all players. All armor must meet safety requirements outlined below.

ARMOR SAFETY

To ensure safety during gameplay, armor cannot have real spikes, sharp edges, or elements that could damage foam weapons. Torn weapons can cause injuries if exposed piping is revealed.

WEAPONS

- **Handles:** Weapons not made entirely of foam must be wielded by their handles.
- **Cores:** All melee weapons must have a core wheras throwing weapons must be coreless.
- **Grounded Weapons:** You may only use weapons that belong to you and should not pick up others' weapons unless necessary for safety.
- **Sword Tethers:** Tethers designed to prevent disarm are not allowed.

WEAPON LIMITS AND SPECIFICATIONS

Your character's skills determine the number and types of weapons they can wield. Your weapon(s) must adhere to the following size ranges for boffer weapons, with measurements checked at event check-in:

WEAPON SPECIFICATIONS

Type	Size Range
Dagger	12" to 18"
One-Handed Weapon	18" to 48"
Two-Handed Weapon	48" to 66"
Staff/Polearm	48" to 76"
Throwing Weapon	Up to 12"
Throwing Javelin	24" to 36"

WEAPON SAFETY CHECK

All weapons must pass a safety check during event check-in. We strongly recommend bringing a backup weapon in case your primary weapon does not pass inspection. Please note that even weapon brands we recommend may still fail inspection, as different types of weapons can be made using a variety of methods.

WEAPON RECOMMENDATIONS

We recommend Calamacil and Epic Armoury weapons. However, please be aware that some of their weapons listed as one-handed may exceed our length requirements. For example, if a weapon is listed as one-handed but measures 49 inches (exceeding our maximum length), we will allow this extra inch if their website categorizes it as a one-handed weapon.

If you are interested in purchasing a particular weap-

on and need some insight, you can reach out to us or other members on our Facebook Group or Discord channel for insight.

SHIELDS

Shields are used solely for defense and may not be used to attack or push opponents. To effectively block attacks, your shield must be ready in hand. Hits against a shield worn on the back will count as damage to the area it covers.

- **Shattered Shields:** A Shattered Shield may still block basic attacks, but Called Weapon Skills are treated as hits to the shield limb or torso.
- **Bypassing Shields:** Some attacks, such as those using the keywords "Through" or "Crit," can bypass shields.
- **Shield Walls:** Avoid forming shield walls to reduce the chance of headshots and unsafe combat.
- **Shield Safety:** All shields undergo a safety inspection at check-in. Shields must be made of foam or appropriately covered in foam to meet safety standards.

Magical Attunement in Myth

Certain Relics in Myth require attunement to unlock their powers. Attunement allows players to bond with magical items, enabling them to use the item's abilities.

- **Attunement Limit:** Players may attune to up to four magical items. While all four slots may hold soulbound items, one slot is reserved exclusively for a soulbound item and cannot hold any other type of magical item. Certain skills may allow exceptions to this rule.
- **Wearing Limits:** You cannot simultaneously wear more than one pair of magical gloves or boots.
- **Ability Stacking:** You may not wear multiple Magic Items that grant the same or similar effects.

  Example 1: You cannot wear two Magic Items that grant the "Nature Dart" skill.

  Example 2: You cannot not wear an "Improved Metal Weapon" and a "Superior Metal Weapon" at the same time.



- **Restrictions:** Some Magic Items may have restrictions. Restrictions can include things such as a minimum level or a certain class to use.
- **Hexed and Cursed Items:** Be cautious, some items have a Curse or a Hex, revealing adverse effects. These Curses or Hexes may affect your character in unexpected ways.

Consider these factors when choosing which magical items to bond with, as they can significantly influence your journey and adventures in Myth.



• CHAPTER 8 •

Code of Conduct

At Myth, the Code of Conduct is not just a set of rules but a fundamental pillar of our commitment to creating a safe, inclusive, and respectful environment for all community members. This Code of Conduct is not just a document but a living, breathing part of our community, guiding our actions during all in-person events, digital interactions, and even outside the boundaries of our official spaces. Our values of fairness, integrity, and ensuring the enjoyment of all involved are not just words but the essence of our community.

1. APPLICABILITY AND RESPONSIBILITIES

SCOPE OF THE CODE:

This Code of Conduct applies across all Myth events and digital platforms, including forums, social media, and direct interactions among participants. Regardless of the setting, we expect behavior that reflects our core values of respect and inclusion. All participants must uphold these standards to ensure a positive experience for the community.

PARTICIPATION AS A PRIVILEGE:

Engagement in Myth is a privilege, not an inherent right. We reserve the right to suspend or ban individuals from our events whenever necessary. While we always aim to exercise sound judgment and fairness, we will not hesitate to take action against those who violate our rules or disrupt the community's harmony. Our priority is maintaining a safe and welcoming space for all who respect and contribute positively to our community.

ELIGIBILITY TO PARTICIPATE:

Participants must be 18 years of age or older to attend Myth events. However, participants aged 16 or 17 may attend with parental consent, provided that parents or guardians acknowledge that staff or volunteers will not supervise their child during the event. Myth staff will verify the young adventurer's age and confirm emergency contact information with parents, if necessary. Participants in this age group are responsible for adhering to all event rules and conduct guidelines, and no minor can participate without a signed (and verified) parental consent form.

COMPLIANCE WITH VENUE AND LEGAL RULES:

All participants must adhere to the rules of the event venue and local, state, and federal laws. This includes following instructions from Myth staff and respecting venue-specific guidelines. Failure to comply with these rules may result in disciplinary action, ranging from verbal warnings to more severe consequences.

2. INCLUSIVITY AND RESPECT

At Myth, we are deeply committed to fostering an inclusive, respectful, and welcoming environment for all participants. We celebrate diversity and uphold a strong stance against discrimination or harassment. We have built our game on fairness, integrity, and mutual respect, and we expect all participants to uphold these values in-game and in all interactions within the Myth community.

We do not tolerate discrimination based on any personal characteristics, including but not limited to:

- **Race or ethnicity**
- **Gender identity or expression**
- **Sexual orientation**
- **Religion or creed**
- **National origin or ancestry**
- **Disability or medical condition**
- **Age**
- **Veteran status**
- **Marital or pregnancy status**

Myth is a place for all, and we are committed to maintaining a safe space where everyone feels respected and valued. Any violations of these principles will be taken

seriously, with appropriate action to ensure the community's well-being.

3. DISCIPLINARY PROCESS

At Myth, we believe in a respectful and collaborative environment and are committed to maintaining it. We have implemented a progressive disciplinary approach to manage disruptive or harmful behavior. This system is not just about disciplinary action but about providing opportunities for learning and improvement through course correction. It starts with verbal warnings for minor infractions, allowing the participant to understand and correct their behavior. We escalate the disciplinary action if the behavior persists or is particularly severe.

VERBAL WARNINGS

We issue verbal warnings for minor infractions that disrupt gameplay or affect the player experience. These warnings are recorded for future reference, and repeated verbal warnings may result in further action. The goal is to address the behavior early, allowing the participant to learn and improve.

Examples:

- **Taking Photographs During Gameplay Without Permission:** Disrupting the immersion for others. However, it is acceptable to take portraits of individuals who have given consent and do so in a way that does not disrupt gameplay.
- **Breaking Character During Gameplay:** Engaging in conversations or actions that disrupt the game's flow.
- **Ignoring Game Calls or Instructions:** Failing to follow clear in-game calls (e.g., repeatedly ignoring "caution," "clarify," or "game stop" calls).
- **Misuse of Game Mechanics:** Using game mechanics in ways that negatively affect other players' experiences.

SUSPENSIONS

We issue suspensions for more severe infractions or repeated behaviors that significantly impact the game or its participants. Depending on the severity, suspensions may range from a temporary ban from a single event to a longer-term exclusion. These suspensions apply during in-person events and extend to Myth's digital platforms, including social media and community forums.

Examples:

- **Multiple Verbal Warnings Without Improvement:** Continuously violating rules without behavioral correction.
- **Deliberate Damage to Property:** Intentionally causing damage to in-game or venue property.
- **Aggressive PvP Conduct:** While Myth is primarily a PvE game, PvP can occur. However, repeatedly targeting other players in a way that disrupts their experience may result in suspension. It's important to keep PvP interactions fair and considerate to maintain a positive environment for all participants.
- **Metagaming:** Using out-of-character knowledge to gain an advantage.
- **Disrespecting Staff or Participants:** Harmful behavior toward staff or participants, whether in-person or online.
- **Attempting to Evade Responsibility for Causing Minor Damages:** Breaking something and not notifying the staff.

BANS

We reserve bans for the most severe offenses that pose a threat to the safety and integrity of the Myth community. A ban permanently removes all events, activities, and community platforms for the individual. We make this decision carefully to protect the entire community's well-being. Once issued, bans are final, and the individual will not be allowed to return to the game.

In real-world crimes between members, the affected individual(s) may contact law enforcement. If the issue directly involves Myth (theft or damage to venue property), Myth reserves the right to contact law enforcement as necessary.

Examples:

- **Sexual Misconduct:** Including harassment or assault.

- **Hate Speech or Discriminatory Behavior:** Engaging in harmful language or actions based on race, gender, or other personal characteristics.
- **Violating Suspension Terms:** Contacting involved parties or attempting to participate during suspension.
- **Engaging in or Threatening Physical Violence:** Any form of violence or threats toward others.
- **Severe Disrespect Toward Staff or Participants:** Harassment or bullying, in-person or online.
- **Deliberately Causing Significant Damage to Venue or Property:** Intentionally damaging event spaces, property, or equipment. This can be a suspension or ban, based on the severity.

BEHAVIOR DOCUMENTATION

At Myth, we value transparency while maintaining the dignity and privacy of our participants. To clarify how we handle disciplinary actions, we will anonymously post summaries of significant disciplinary actions on our social media channels. This documentation ensures that the community remains informed we are taking corrective actions while avoiding public shaming as a correction method. By balancing accountability with respect for individuals' privacy, we aim to maintain a fair and supportive environment.

Example:

"Following recent events, a suspension has been issued to a member for repeatedly ignoring staff instructions and engaging in disruptive PvP conduct. We have suspended the participant for the remainder of the season with a return pending review. As always, we aim to maintain a safe and enjoyable environment for all players."

ANONYMOUS FEEDBACK

We encourage feedback from our community to help improve the experience for all participants. To facilitate this, we accept anonymous feedback where members can report concerns, complaints, or offer suggestions. While anonymous feedback can be helpful, it's important to remember that the person receiving the feedback may not always want assistance. Additionally, anonymous submissions limit our ability to follow up directly, which can make it difficult to resolve specific issues or fully understand the context.

We also allow members to submit feedback with their real identity while requesting to remain anonymous in the resolution process. Providing contact details allows us to seek further clarification and address issues more effectively, but we respect the choice to remain anonymous when preferred. Our goal is to ensure all voices are heard while maintaining a fair and respectful environment for everyone.

4. BEHAVIOR OUTSIDE OF MYTH EVENTS

While Myth primarily governs behavior at its sanctioned events, we hold our community to high standards in all interactions. Conduct outside of Myth events, such as harassment, violations of verbal warnings or suspensions, any form of hate speech or discriminatory behavior, or other actions may still affect a participant's standing within the community. We will review each case individually, ensuring a fair and transparent process, and appropriate disciplinary actions—such as suspensions or bans—may be taken to ensure the safety and well-being of the community.

In the wise words of Bill and Ted:
Be excellent to each other.

5. MANAGING CONFLICTS

We believe in resolving issues constructively and maintaining fairness in every situation. When conflicts arise, we handle them with empathy and aim to give individuals a chance to improve their behavior. Banning is a last resort, and our focus is on rectifying misunderstandings and promoting positive interactions.

COMMUNITY ADVISOR INVOLVEMENT

The Community Advisor is an appointed volunteer role, unanimously selected by the management team to act as a neutral party within the Myth community. Their primary responsibility is to receive general feedback from members, listen to all sides of interpersonal

issues, and report their findings to the management team for review. While the Community Advisor does not handle disciplinary actions directly, they play a crucial role in ensuring that concerns from the community are heard and considered in a fair and unbiased manner.

Members are encouraged to approach the Community Advisor directly with any issues or feedback. This advisor may become involved either by request from the individual or at the request of the management team if the matter would benefit from their involvement. The Community Advisor is expected to remain neutral, with a particular focus on interpersonal matters between members. They offer recommendations to the management team based on the information provided, but the final decisions always rest with management.

Confidentiality is key to the role. If a member requests that their identity or specific details remain confidential, the Community Advisor is obligated to honor that request. While management may ask for further information, the Community Advisor is not required to share confidential details unless deemed appropriate by the reporting party. However, cases that are brought directly to management may not always involve the Community Advisor, depending on the situation.

DIRECT APPROACH

If you're comfortable, try to resolve the issue privately and respectfully with the individual. A calm, empathetic conversation can often resolve misunderstandings.

REPORTING TO STAFF

If a direct approach isn't possible or doesn't resolve the issue, report the behavior to the Game Manager at events or via email at support@mythlarp.com. We handle all reports confidentially and seriously.

We believe in giving individuals a chance to redeem themselves. Banning is a last resort, and we work toward resolving behaviors and misunderstandings.

Participation in Myth is a privilege, and maintaining a safe, inclusive environment is our top priority.

IF YOU SEE NEGATIVE BEHAVIOR

Our goal is to uphold the spirit of Myth, ensuring a safe and enjoyable experience for everyone in our community. If you see negative behavior, here is how to handle it:

- **Approach with Empathy:** If you witness concerning behavior, consider addressing it directly in a non-confrontational manner, as long as you feel safe doing so.
- **Seek Assistance:** If direct intervention isn't an option or if the situation does not improve, contact the Game Manager or email us at support@mythlarp.com. We take every report seriously and aim for a prompt, fair resolution.

WHERE DO WE GO FROM HERE?

Congratulations on completing your journey through the rulebook of Myth! You're now ready to dive into the exciting world of Hyraeth. This is just the beginning of your adventure.

To stay connected with our vibrant community, visit our website at www.mythlarp.com. There, you'll find links to our Facebook page, Facebook group, and Discord channel, along with the latest updates, announcements, and discussions.

Your journey in Myth is yours to craft, and we can't wait to see the legend you'll become. Your story begins here...





YOUR STORY BEGINS HERE

You are an adventurer, capable of daring feats that few could even dream of. In a world filled with monsters, the call goes out for heroes to restore balance to the realm. Will you and your friends become legends, or will you be just another stone marker in the hero's graveyard? Only time will tell.

If you thrive on fantasy-driven tabletop adventures, imagine the thrill of actually living one. Myth is an epic live-action roleplaying game where you don't just watch the story unfold—you step into it. This is a continuous campaign, and your character is stepping into the next chapter of an ever-evolving story. Solve intricate puzzles, uncover hidden treasure, explore dangerous dungeons, battle fearsome monsters with foam weapons, and interact with fellow adventurers in a fully immersive, realistic setting. Every choice you make shapes the future of the realm.

Your story begins here… and the next chapter awaits.

MYTHLARP.COM

Your story begins here…