

Metal, Magic AND Lore[®]



Character Codicil

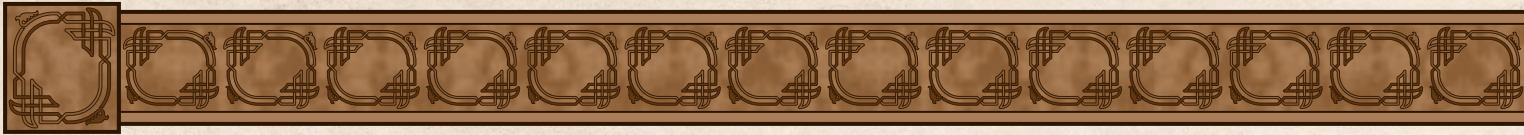
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Metal, Magic AND Lore®

Character Codicil







Metal, Magic and Lore Character Codicil

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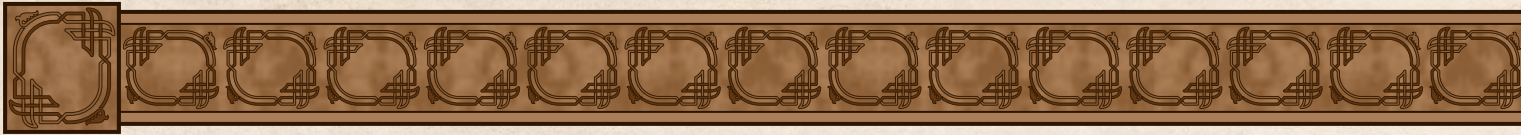



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1 EVERYONE START HERE!

Everyone Start Here!

What is the Character Codicil, and Why was it Created?

When first creating Metal, Magic and Lore, we wanted to bring a particular experience to tabletop roleplaying: authentic and tactile, similar to what we experienced with our home games. When MML was released in 2007, the roleplaying game industry was changing rapidly: the interconnectivity of media, graphics and printing, and most of all gamers' tastes, approaches, and goals. As a micro-publisher at the time, we simply could not keep pace.

Our most loyal fans have followed the MML brand and have shared contributions from their gaming tables for years. Year after year people seek out MML, purchasing every new installment and supplement as it has come along (less frequently than we would have wished). Other fans at first inspired by our creation were ultimately disappointed, finding they needed to fill in a fair amount of missing concepts to make their campaign settings functional.

Both fans and critics of Metal, Magic and Lore were correct: key content paramount to the enjoyment of the roleplayers of today was missing. We agreed that if MML had a future with a wider audience with advanced tastes, it was time to update its overall presentation.

So, here we are! While Revised Editions of official materials are being prepared, actual publication is many months away. To bridge the gap, this Codicil provides our players with updated material they can use to make their MML experience current – more efficient, more informed, with better-defined lore and setting material. This Character Codicil is an update module for your present version of MML, giving you access to the much deeper cut of the game we had always intended it to be.

Enjoy!

- The 5th Epoch Team

Changes from the Original Edition

The Character Codicil brings the following updates and revisions to existing MML material:

New Character Creation Procedure – Character creation has been much reworked with greater clarity and balance, less reliance on Game Master assistance, and a greatly expanded suite of options for realizing character concepts: the setting and lore of the MML world informs every element of character design.

New Role Playing Mechanics – New mechanics bring character-centered storytelling to the forefront of play. If you've played MML, you know combat is deadly; now, players have even more reason to draw their blades with care. Every skill now has considered, practical value to flourish across a campaign. Notes for the Game Master assists in challenge resolution in every situation. If you are experienced with Metal, Magic and Lore, you should carefully review the new functions of character traits before making a character with the updated method.

Domum Micro-Atlas – Fully-detailed setting materials are forthcoming; in the meantime, we offer a complete overview of Domum, the world of MML, with regions, population summaries, cultures, and languages well defined to place the background of each character front and center in their identity, mechanically and narratively. Every character will emerge from the creation process with a distinctive culture, background, and language!

How to Use the Codicil

This Codicil supersedes some portions of the original edition of the MML Player's Rulebook and Journeyman's Rules, replacing some sections entirely while supplementing or revising others. This includes information from Game Master PDFs published prior to 2019.

The Character Codicil is not a standalone resource. The Metal, Magic and Lore original edition books are needed, and all rules and mechanics not specifically addressed in this Codicil remain in force. The subjects covered here are intended to serve as a "version patch" for players to begin enjoying the new mechanics of Revised Edition materials before they arrive.

Concepts referencing the original (current) edition of Metal, Magic and Lore publications will indicate MML:OE (Metal, Magic and Lore Original Edition) Player's Rulebook (PR), or Journeyman's Rules (JR).

Sections of the MML rules content which have significantly changed are:

- All sections regarding the generation of Primary Attributes, and the Racial Attribute modifiers
- All materials on how Skills are acquired during Character Creation
- All materials on awarding experience, experience conversion and all Tables thereof
- All sections on Attribute and Skill prerequisites for magicians

The following items are affected by the items noted above:

- 05.07.01 Calculating Chances to Hit and Defend
- 05.07.07 Unfamiliar Weapons and the Default Martial skill
- 06.05.03 Women Mystics and the Elemental of Life

New character sheets have been provided, as well as SMART, form-fillable sheets available for download on at www.5thepochpublishing.com.

Simply follow the guides for creating characters as they are presented throughout the Codicil for your Metal, Magic and Lore games. The Codicil will cite the sections in current MML sources which should be reviewed or superseded.

As always, if any conflict arises between this update and your enjoyment of the game as is, follow the procedure that best serves you and your group. We're all in this hobby to have fun.

2 NEW CHARACTER CREATION PROCEDURE

Section I – New Character Creation Procedure

Step One: Create a Character Background

Begin by writing a paragraph or two about your character concept, backstory, intentions, key relations and vocations; all will become important to storytelling in a campaign setting. Review the last section in the Codicil, the Domum Micro-Atlas, to determine a place of origin.

Review the sections on Social Class and character Morals on pages 20 and 63 of the MML:OE PR, as both traits have become far more relevant to mechanics presented throughout the Codicil.

Determine the following traits for your character in the top section of the first page of the character sheet:

- Race
- Age (see sections following)
- Gender
- Social Class
- Hair and Eye Color
- Morality
- Handedness

Determining handedness of a character should be strictly applied, as this represents actual distributions of handedness within populations across the MML world setting – roll a d%, subtracting 10 from the result if the character is Dwarven or Gnomish:

01-10% = Character is Left-Handed*, with a chance that he is ambidextrous

11-00% = Character is Right-Handed

*If Left-Handed is indicated, roll a subsequent d%, with a 01-10% indicating the character is truly ambidextrous, meaning the character will have no off-hand and can do things equally as well with either hand.

Step Two: Determine Character Attributes

2A. Choose the Attribute Point total

Attribute points are determined by a base number of points and a 3d10 based on campaign type:

1. Spartan: Base of 90 points. Roll 3d10, keep the lowest number, discard the other two.
2. Adventurer: Base of 99 points. Roll 3d10, keep the middle number, discard the other two.
3. Heroic: Base of 108 points. Roll 3d10, keep the highest number, discard the other two.

Allocate these points to your character's Primary Attributes. Do not move on to the Secondary Attributes yet. If you are using the SMART character sheets, they will calculate your Secondary Attributes for you automatically, adjusting as you change the Primary.

NEW CHARACTER CREATION PROCEDURE 2

A note about height, weight and Stature:

Refer to the Stature tables in pages 42 to 46 of MML:OE PR.

Stature represents the character's overall size and is determined by allocating Attribute points just like other attributes; height and weight are derived from Stature (Tables 2B series in MML:OE PR). Refer to the leftmost column on your character's Race table (titled "Roll" in MML:OE). Find the column with the number of points allocated to Stature (ranging from 1-20). In the rightmost column (titled "Stature"), you'll see a number ranging from as low as 8 (Hilfolkish female) to as high as 34 (Dwarven male); this is the ultimate value of your character's Stature Attribute.

If you want the character to be a specific height or weight, allocate the appropriate number of Attribute Points to be within the desired range. This essentially 'reverses' the above; choose a height and weight for your character, and determine how many Attribute points must be allocated to achieve this value, based on the charts. If you'd like a character to be heavier or lighter than the weight associated with their chosen height, add or subtract 1 Stature point respectively for every 10 pounds difference from the value on the Stature table for their height. After 4 Stature points above the character's normal weight for his height, 10 pounds is added to the character's weight carried when calculating Move Ratio. *For example, 50 pounds higher than the row indicates would be 5 Stature points; $5 - 4 = 1$ remaining Stature point which will add translated weight; the character is 10 pounds overweight.* If you are using the SMART character sheets, list this weight in the equipment carried section as "overweight", input the number of pounds, and check all three boxes: Casual, Travel and Combat. This will automatically be figured into your character's movement values.

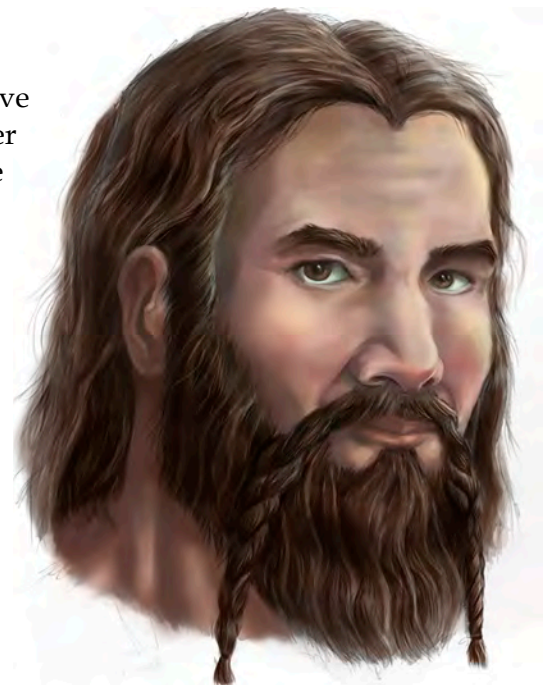
Contrary to other fantasy games, these values are far from cosmetic; the Stature attribute is an important determinant of how the character's mass affects and is affected by their environment, as reflected in the values that are derived and calculated based on Stature.

2B. Apply Racial Attribute Modifiers

A character's Race imposes modifiers to Attributes, Skills, and narrative elements, with each race having advantages and disadvantages under various circumstances. Attribute modifiers are applied to the Attributes of the character during character creation.

Apply the appropriate Racial Attribute modifiers for your character's Race, only to Primary Attributes at this time. Do not calculate the Secondary Attributes yet. If you are using the SMART character sheets, the Secondary Attributes will be auto-calculated for you, and will change as you alter the Primary Attributes.

These values supersede those presented in the original edition of the rulebook.



2 NEW CHARACTER CREATION PROCEDURE

Attribute Modifiers by Race	Dwarf	Elf, Gray	Elf, Wood	Gnome	Hilfolk
Primary (Add modifier to the points allocated)					
Strength	+1	--	--	+1	--
Coordination	-1	+1	+2	-1	+2
Health	+2	+1	+1	+1	+1
Beauty	-1	+1	--	-1	--
Intellect	--	--	-1	--	-1
Reason	--	--	--	--	--
Creativity	--	+1	+1	--	+2
Presence	-1	--	--	--	--
Secondary (Add modifier after formula calculation is made)					
Willpower	+1	--	--	+1	--
Evocation	--	+10	+5	--	+5
Perception	--	+2	+2	--	+1
Fitness	+1	--	--	--	--
System Strength	+2	--	--	+1	--
Load (in lbs)	+10	--	--	+10	+5
Movement Multipliers: Move Ratio x this number = yards per Round the character can move					
Walk (for Man = 2)	2	2	2	2	2
Jog (for Man = 4)	4	5	5	4	3
Run (for Man = 9)	10	10	10	10	8

Your character's Race now also has a mechanical effect on social interactions and Skill Checks against characters of different Races. See the Racial Tolerance Modifiers section under New Role Playing Mechanics for details if you wish to consider this prior to choosing your character's race.

Before You Go Further - A Note About Character Attributes and Magicians

If your character will be a magician, review the information in this section before going on to the next step of character creation. If not, skip to 2C, Choosing the Character Age.

Certain Attributes should be prioritized for magic-using characters. The table below displays the recommended minimum Attributes for a character to practice magic in each of the three schools presented in MML OE:PR. These values supersede those in Section Six of MMO:OE PR.

Attribute	Wizard	Elementalist	Symbolist
Intellect	12	8	9
Reason	10	11	11
Creativity	10	12	10
Presence (Life Elementalist only)	-	10	-

Magic-using characters are not required to meet these minimums; however, if they do not, they will not benefit from the skill bonuses from these attributes that facilitate more effective spellcasting. Additionally, if they fail to meet the bold attribute for their respective school of magic, they will suffer -10% penalties to Skill checks relating to this school, in addition to lost modifiers from attributes.

NEW CHARACTER CREATION PROCEDURE

2

2C. Choose the Character Age

Attributes for MML characters assume that they are of “Adult” age. Determine your character’s age as desired, record it on your character sheet, and refer to the chart “Racial Age Categories” below. If your character’s age falls in a category other than “Adult” their Attributes must be adjusted according to the subsequent table, “Attribute Modifiers by Age Group.” Apply all modifiers listed in the row for your character’s age to the values on your character sheet; these are not cumulative with any other age group modifiers. Note: The values are changed in the character sheet totals, but if you are using the SMART character sheets, this change should be made under the ‘Points Spent’ column; the sheet will change the actual scores accordingly.

Racial Age Categories

Attribute Modifiers by Race	Dwarf, Gnome	Elf, Gray	Elf, Wood	Hilfolk	Man
Adolescent	13 to 16	21 to 30	16 to 22	13 to 15	12 to 13
Young Adult	17 to 20	31 to 50	23 to 40	16 to 18	14 to 16
Adult, early	21 to 30	51 to 75	41 to 60	19 to 24	17 to 20
Adult (Characters’ start)	31 to 40	76 to 100	61 to 80	25 to 29	21 to 25
Mature Adult, early	41 to 65	101 to 125	81 to 110	30 to 37	26 to 32
Mature Adult, late	66 to 90	126 to 150	111 to 130	38 to 45	33 to 40
Aged Adult, early	91 to 115	151 to 190	131 to 165	46 to 55	41 to 50
Aged Adult, late	116 to 140	191 to 240	166 to 200	56 to 65	51 to 60
Elderly, early	141 to 165	241 to 290	201 to 250	66 to 75	61 to 75
Elderly, late	166 to 190	291 to 390	251 to 300	76 to 90	76 to 90
Typical Life Expectancy	150 years	290 years	180 years	80 years	55 years
Oldest Documented (Venerable)	247 years	488 years	391 years	122 years	108 years

Attribute Modifiers by Age Group

Age Group	Attribute Modifiers, Primary	Secondary
Adolescent	Stature -2, Strength -2, Coordination +3, Health +3, Reason -2, Beauty +2	Load -5 lbs
Young Adult	Stature -1, Strength -1, Coordination +2, Health +2, Reason -1, Beauty +1	Load -5 lbs
Adult, early	Stature -1, Coordination +1, Health +1, Beauty +1	-
Adult (Start)	No Adjustments	-
Mature Adult, early	Strength +1, Coordination -1	-
Mature Adult, late	Stature +1, Strength +1, Coordination -1, Health -1, Reason +1	-
Aged Adult, early	Stature +2, Coordination -1, Health -1, Reason +2	Load -5 lbs
Aged Adult, late	Stature +1 or +2 for Dwarf/Gnome, Strength -1, Coordination -1, Health -1, Beauty -1, Reason +2	Load -10 lbs
Elderly, early	Stature -1 or +3 for Dwarf/Gnome, Strength -2, Coordination -2, Health -1, Beauty -1, Reason +2	Load -15 lbs
Elderly, late	Stature -2 or +4 for Dwarf/Gnome, Strength -2, Coordination -2, Health -1, Beauty -2, Reason +2	Load -20 lbs

Note that all Stature modifiers indicated apply to the character's weight, not height. The player must choose the character's height to begin with, and then add or subtract a stature point, making the weight greater or lower than what would be typical for other characters of similar height.

2 NEW CHARACTER CREATION PROCEDURE

Step Three: Calculate the Buying Experience Points (BEX)

Buying Experience Points (BEX) are used to purchase your character's starting skills beyond those granted by their concept. They represent your character's life experience prior to the beginning of their adventuring career, and are what distinguishes them from their contemporaries of similar race and background.

Consult the chart below, cross-referencing your character's age and race to determine the BEX award from these values.

3A. Calculate BEX Awards By Race and Age

Age Group	Dwarf, Gnome	Elf, Gray	Elf, Wood	Hilfolk	Man
Adolescent	40 + 8 per year	60 + 3 per year	60 + 4 per year	50 + 8 per year	50 + 10 per year
Young Adult	70 + 9 per year	90 + 4 per year	90 + 4 per year	70 + 10 per year	70 + 10 per year
Adult	110 + 6 per year	170 + 3 per year	160 + 3 per year	100 + 8 per year	110 + 8 per year
Mature Adult	230 + 3 per year	320 + 2 per year	280 + 2 per year	190 + 6 per year	180 + 7 per year
Aged Adult	380 + 1 per year	420 + 1 per year	380 + 1 per year	290 + 3 per year	280 + 2 per year
Elderly	440 + 1 per year	510 + 1 per year	450 + 1 per year	350 + 1 per year	360 + 1 per year

Note that "per year" means per year within that age group. For example, if a Mannish character is 29 years old, he is 4 years into the Mature Adult category, with a base of 180 BEX plus (4 x 7 per year) 28 BEX for a total of 208 BEX to start with.

3B. Modify BEX based on Cognitive Ability

Add your character's Intellect, Reason and Creativity together, and cross-reference the sum with their age group in the table below to determine the modifier to their BEX total.

Attribute Totals	Adolescent	Young Adult	Adult	Mature Adult	Aged Adult	Elderly
24 or less	Deduct 5	Deduct 10	Deduct 15	Deduct 20	Deduct 25	Deduct 30
25 to 34	None	None	None	None	None	None
35 to 41	Add 5	Add 10	Add 15	Add 20	Add 25	Add 30
42 to 47	Add 10	Add 15	Add 20	Add 25	Add 35	Add 45
48 or more	Add 15	Add 20	Add 25	Add 35	Add 45	Add 55

Step Four: Fill in the Character's Innate Skills

Knowledges are Skills that reflect the character's experience in various areas of study. Every character in MML automatically begins with Skills and Knowledges that reflect their culture of origin: Knowledge: Local, Knowledge: Cultural, Vocation, and Language: Native. These are already listed on the character sheet in the Skills section, and are granted starting values based on the character's age. These values are free, and not deducted from BEX (though they may be increased by purchasing skill % at the appropriate EX cost level, as shown in Step 5B, following). Note that Gnomes are afforded additional Innate skills due to their unique cultural background, as seen below. These are granted to Gnomish characters in addition to those granted to all characters.

NEW CHARACTER CREATION PROCEDURE

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Innate Skill (all characters)	Adolescent	Young Adult	Adult	Mature Adult	Aged Adult
Knowledge, Local and Culture (specify, see below)	15%	20%	25%	30%	35%
Language, Native (specify)	15%	20%	25%	30%	35%
Vocation (Specify)	10%	15%	20%	25%	30%
Innate Skill (additional, for Gnomes only)	Adolescent	Young Adult	Adult	Mature Adult	Aged Adult
Language, Gnomish Trade Tongue	15%	20%	25%	(maximum for this language)	
Language, Native (specify region character is familiar with)	05%	10%	15%	20%	25%
A trade skill or knowledge (specify, not a Vocation)	05%	10%	15%	20%	25%

Knowledge, Culture: This Skill represents generalized knowledge of the character's region (nation, etc.) of origin: its history, customs, national traditions, social hierarchy, allies and enemies, general economy, etc.

Knowledge, Local: This represents knowledge of the local area the character is from. This could be a small area of neighboring villages and countryside for a commoner, a town or city for a merchant, or several major population centers or a county for a lesser noble. These are highly subjective, and should be determined with the GM at character creation. Local Knowledge represents daily life, laws and customs, social organization, and culture distinct to the immediate area.

The character's assigned % points will be divided into the two skills above, depending on his Social Class. Commoners tend to be stronger in Local Knowledge and weaker in Cultural Knowledge, with Lesser Nobles the opposite, and Merchants balanced in between:

If Innate Skill % Total is:	Commoner	Merchant	Lesser Noble
15%, then	Local 10%, Culture 05%	07% / 08% either, player choice	Local 05%, Culture 10%
20%, then	Local 15%, Culture 05%	10% each	Local 05%, Culture 15%
25%, then	Local 15%, Culture 10%	12% / 13% either, player choice	Local 10%, Culture 15%
30%, then	Local 20%, Culture 10%	15% each	Local 10%, Culture 20%
35%, then	Local 25%, Culture 10%	17% / 18% either, player choice	Local 10%, Culture 25%

Language: Native is the dominant spoken language(s) of the region in which the character was raised. There are approximately 25 languages, including dialects, which have spread across the continent of Domum. To choose your character's language skills, consult Part III, the MML Micro-Atlas, and determine their region of origin. At the end of each region's description, the locally-spoken languages are listed in parentheses. This is your character's native language. In the case of some regions, there may be two languages listed; in these cases, the character is fortunate – he will have the first language with the percentage described, and the second language at half the percentage described (rounded up). In cases where more than one language is listed with an "or" in between, only one of the languages is chosen.

Vocation: All characters have a Vocation, their trade or profession prior to adventuring. Vocation represents a body of smaller, interconnected competencies which work together for the character to make a practical living. In play, Vocation is used somewhat differently from other skills, though the process for calculating chances of success is the same. Vocation will be elaborated upon in the MML Revised Edition, but for now, a number of examples are noted below. Choose one vocation; for characters whose backgrounds may lend themselves to more than one, the skill % allocated must be divided between each in proportion to their duration in the character's life– this may require discussion with the GM.

2 NEW CHARACTER CREATION PROCEDURE

The application of some Vocations requires specific equipment, such as weapons or tools. Skills in the use of these items must be purchased, even if they seem to be part of a Vocation. Vocations represent factual knowledge rather than practical applications (though they can greatly aid in such applications through Skill Synergy). Examples: a character whose Vocation is Soldier must still purchase the weapon skill or related skill he wishes to have, for example War Spear, or Siege Engines; a character whose Vocation is Mason must still purchase the Skill for Masonry Tools. In all such cases, the character's Vocation would apply a Skill Synergy when using the Skills for such equipment.

Examples of Commoner Vocations – Farmer, Animal Breeder (type), Carpenter, Fisher, Forester, Cook/Baker, Stone Layer, Gardener, Leatherworker, Servant, Weaver, Sailor, Soldier, Sheriff, Guard, Digger, Messenger, Page, Trapper or Hunter, Herald, Potter, Jester, Entertainer, Shoemaker, Nurse, Teamster/Handler, Heavy Laborer, Tanner.

Examples of Merchant Vocations – Merchant-Trader (type), Smith, Architect, Engineer, Scholar, Teacher, Magister, Money Lender, Treasurer, Mason, Brewer, Miller, Jeweler, Locksmith, Navigator, Physician, Scribe, Shipwright, Officer, Cavalryman, Knight Errant, Clothier, Cartographer, Engraver, Administrator or Bureaucrat, Apothecary, Furrier.

Examples of Noble Vocations – Any Profession listed for the Merchant class, but of a higher order. Others might be: Art Collector, Landed Lord or Baron, Senior Officer of the military, Master Artisan, Master Builder, Noble Advisor, Regional Seneschal, Knight-Captain, City Mayor, Senator.

Vocations may be increased as other skills by spending BEX.

Modifiers and Effects of Knowledge: Local, Knowledge: Culture, and Vocation

Racial Modifiers do not apply to these Knowledges or any Vocations. Social Class modifiers apply to Vocations or other tradecraft. Additionally, Vocations are significantly more difficult to teach oneself during play than other Skills. Knowledge: Local and Knowledge: Culture can only be improved by the character spending time with or surrounded by native people of that culture.

Knowledge: Local, Knowledge: Culture, and Vocations allow for Skill Synergies with other skills during any game time sequence. Note that Synergies from other skills do NOT have this versatility, and are normally limited by the game time sequences.

These concepts are discussed in greater detail in the New Game Mechanics section later.



Step Five: Choose Other Skills

Purchase any other skills desired that suit your character's concept, whether related to their Vocation or developed in their spare time.

5A. Add Racial Modifiers to Skills based on campaign type

Several listed skills are affected by the character's Race. (MML OE: PR pages 25, 28, 31, 34, 39, and 40).

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These skills must be purchased to at least 1% by the player to receive the bonuses; they are not “free Skills.” **These bonuses have been changed from MML OE:PR - they are now dependent on the type of campaign: +3% for Spartan, +5% for Adventurer and +8% for Heroic.** For example, a character in an Adventurer-level campaign who will receive a bonus to Horsemanship will receive a +5% racial modifier if the character has the skill. The player first purchases Horsemanship 01%; the +5% is then applied, bringing the character’s total to 06%. The player may purchase more experience from this point forward to increase the skill if desired, during character creation or the campaign - see below for how to purchase skills.

5B. Purchase Skills With BEX

Purchase additional skills as desired with your pool of BEX, using the costs below.

Change from MML OE: PR: There are no normal skills which have prerequisites. Only Magic skills now have prerequisites (see Skill Prerequisites for Magicians, following).

Skill Percentage Bracket	Percentage Range	Buying Experience (BEX) Required to add 1 Percentile	Example of BEX needed to have the maximum percentage in that bracket
Novice	01-09%	1	9 BEX points
Competent	10-19%	1	19 BEX points
Journeyman	20-29%	2	39 BEX points
Professional	30-39%	3	69 BEX points
Expert	40-49%	4	109 BEX points
Masterful	50-59%	5	159 BEX points
Heroic	60-69%	6	219 BEX points
Legendary	70%+	7	289 BEX points

Examples of purchasing skills with Buying Experience Points: A player wishes the character to have a Tradecraft: Blacksmithing Skill of 26%. The player spends 1 BEX for each % point from 01-09%, then 1 BEX for each % point from 10-19%, and finally 2 BEX for each % point from 20-26%. The totals of these are 9 + 10 (see the total of 19 BEX to the right), + 14, for a total of 33. He deducts 33 BEX from his starting total.

A Note About Skills and Scale

If you’re not already experienced with the MML system, it can be hard to get a handle on how skill percentage values reflect your character’s competency; the value may initially seem low and “weak.”

Note the skill bracket titles (Novice, Competent, Journeyman, etc.). These are a reflection of where your character’s skill level fits into the entire range of character ability. Also keep in mind that chances of success are modified by Task difficulty: an Easy task, for example, receives a +55% modifier, making even a Novice-level character about 60% likely of succeeding, on average - even before applying further benefits like Skill Synergies or cooperation. In trying to make your character function as competently as you envision them, pay the most attention to the difficulty of tasks - you can always ask your GM what the difficulty rating of an action is before you attempt it - and try to cultivate the habit of applying this to your character’s Skill rating to get a *real* sense of how good your character is at their skills.

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New Skill - Labor

Note: This Skill supersedes the Forced March Skill from MML OE: JR. Disregard that Skill.

Labor is a skill developed by characters accustomed to strenuous work carried out over long hours, often with little rest or food, such as day laborers and soldiers on the march. It is applicable to nearly any game situation involving extended physical exertion, and may allow the character to avoid Fatigue checks. A character may test this skill prior to a Fatigue check (normally d20 vs Fitness). In most situations, the check will be Challenging (+35%), though under extreme duress the GM may make this even more difficult (such as truly prolonged deprivation or extreme weather conditions). If the check succeeds, no Fatigue check is made until the next time interval indicated (at which time the player may again test Labor first). If failed, a normal Fatigue check is made, and Fatigue checks are applied normally thereafter. This application of the Labor skill cannot be applied to Fatigue checks required due to a loss of Evocation points.

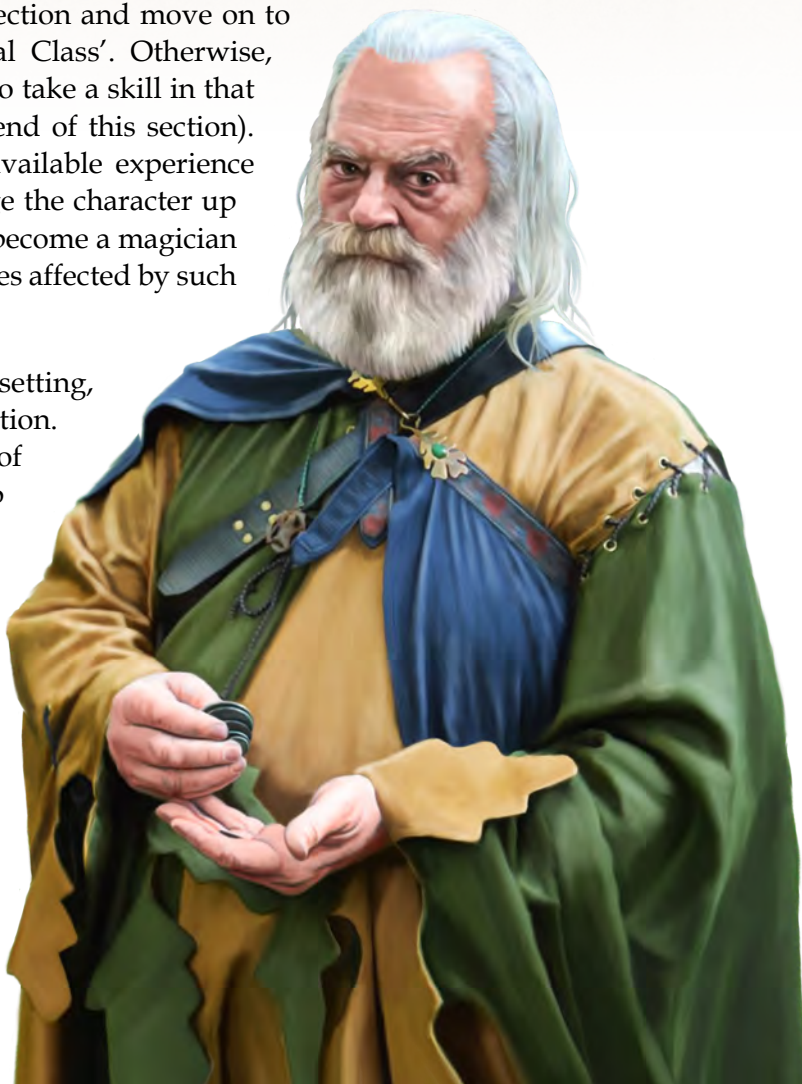
Pause here if you want your character to be a Magician

If your character is not a magician, skip this section and move on to 'Applying Modifiers to Skills based on Social Class'. Otherwise, review the prerequisite skills needed in order to take a skill in that magic school (see Magic Prerequisites Table, end of this section). For some characters, this may use up most available experience points. If this occurs, it may be necessary to age the character up in order to gain sufficient experience points to become a magician as agreed upon with the GM. Note any Attributes affected by such age increase.

Note: In the Metal, Magic and Lore world setting, magician - no matter the type - is NOT a Vocation. All characters who are magicians, regardless of skill, were at one time, of another Vocation up to a particular age, even if it is simply because of upbringing. Keep in mind, many magicians still maintain their Vocation in order to keep a method of discretion in societies where magic is not readily accepted.

Skill Prerequisites for Magicians

The various schools of magic have Skill prerequisites. Below is the list of prerequisite skills for each school; these Skills are required at the indicated level for each magical school before a character can take the Symbolist, Wizard, or Elementalist skills, which will be used for the actual casting of spells.



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Skill Prerequisite	Symbolist	Wizard	Elementalist (specified by type)
Magic Lore	15%	20%	15%
Cosmology	10%	15%	20%
Mathematics	20%	15%	-
Knowledge, Pictograms	20%	-	-
Language, Wizard's Tongue	-	20%	-
Elemental Lore	-	-	20%
Mineralogy	-	-	Earth or Fire: 20%
Meteorology	-	-	Air: 20% or Water: 10%
Ecology	-	-	Life: 10% or Water: 11%
Botany (Flora)	-	-	Life: 10%
Animals (Fauna)	-	-	Life: 10%
Spirit Lore	-	-	Life: 10%
<i>For Quick Reference: Total EX cost to take all the required Prerequisites</i>	<i>Spend 67 EX, plus any required for the Symbolist Skill itself</i>	<i>Spend 72 EX, plus any required for the Wizardry Skill itself</i>	<i>Spend: Air, Earth, Fire and Water 78 EX each; Life 97 EX, plus any required for the Elementalist Skill itself</i>

Note: These prerequisites supersede similar information in MML OE: PR Section 6. No prerequisites are waived for any magic-using characters.

Step Six: Apply Modifiers to Skills Based on Race and Social Class

If the character has chosen any of the skills in the table below, apply the bonuses appropriate to their race and social class.

	Dwarf	Elf, Gray	Elf, Wood	Gnome	Hilfolk	Men
Characters of Commoner Class						
Any trade skill (specify)	+5%	+3%	+3%	+5%	+5%	+5%
Negotiation (specify one type of goods)	+3%	+3%	+3%	+3%	+3%	+3%
Knowledge: Urban or Rural Environment (specify)	Rural +3%	Urban +3%	Rural +5%	Either +3%	Rural +5%	Either +5%
Language, Trade Tongue	N/A	N/A	+3%	See innate	+3%	+3%
Labor (See new skills which affect role playing)	+5%	+3%	+3%	+3%	+5%	+8%
Characters of Merchant Class						
Any trade skill (specify)	+5%	+5%	+5%	+3%	+3%	+8%
Negotiation (as a general skill)	+3%	+3%	+3%	+8%	+5%	+5%
Finance, Mathematics, or another science (specify)	+5%	+3%	+3%	+3%	+3%	+5%
Language, Trade Tongue	N/A	+3%	+3%	See innate	+3%	+5%
Literacy, Trade Tongue	N/A	+3%	+3%	See innate	+3%	+3%
Characters of Lesser Noble Class						
Literacy (specify the language)	+3%	+3%	+3%	+3%	+5%	+5%
Bureaucracy/Diplomacy	+3%	+3%	+3%	+5%	+3%	+5%
Dancing, Oration, or a performance art (specify)	+3%	+5%	+5%	+3%	+5%	+3%
Etiquette (specify the Culture/region)	+3%	+3%	+3%	+5%	+3%	+5%
Knowledge, Foreign Governments	+3%	+3%	+3%	+5%	+3%	+5%

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Step Seven: Calculate Secondary Attributes

Once skill selection is completed, calculate Secondary Attributes as per section 02.05, p. 52 of MML OE: PR. If the players are using the SMART Character sheets, these numbers will have been calculated already, and will adjust with Primary Attribute values.

Character Sheet Page One:

Hit Points and Multiple Wounds: These are unchanged from MML OE: PR p. 55.

Movement: There are now three categories of movement on the character sheet: Casual, Travel, and Combat. Casual represents normal day-to-day wear around town, or when at rest somewhere and not adventuring. Travel is likely the weightiest category, used when the character is transporting all necessary possessions on their person while traveling between settled areas, unless beasts of burden or transports are available. Combat is only what the character wears while in battle: likely just armor, weapons, and worn clothing.

Decide which of your character's possessions they will keep on their person for each of these loadouts, and calculate the character's weight carried and movement (using Move Ratio) as described in section 02.05.07 of MML OE:PR for each.

Note: Movement is now given in yards, not feet as in MML OE: PR. Multipliers for each race have been adjusted and rounded accordingly on the character sheet for each race, on page 1 within the section on Movement.

Fast Action Initiatives: On the revised character sheet, 4 stats plus a die roll determine initiative during Fast Action sequences. Fill in these stats for each of the three loadouts (as discussed above). If you are using the new SMART Character Sheets, some of these numbers will be displayed automatically. Players will still need to manually input information based on Senses and Freedom of Movement. Initiative in combat includes two other details and is listed on page 2 of the character sheet.



Knockdowns: These are unchanged from section 02.05.10, p. 56 of MML OE: PR. Don't forget to determine carried weight. However, keep in mind that there will be three Knockdown numbers, based on weight carried.

Character Sheet Page Two:

Melee Weapons, Missile and Thrown Weapons, Unarmed Combat Skills: These are unchanged from character creation in MML OE: PR. The new character sheet includes space to record 2 initiative numbers for both the weapon and the character's skill. **Again, all ranges are now in yards.** This information must be entered manually on the new SMART character sheets.

The **Unarmed Combat** section has been presented for any notes that the player wishes to make about his character's abilities.

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Possessions and Total Weight Carried: List each item carried, one per line; to the right, check the box for the loadout(s) in which the item is included. In the next column, list the item's weight in pounds. Items should only be noted when their totals reach .5 pounds or more.

Keep in mind several specific items. Once the character has chosen a set of provisions (see 02.09.01), armor (see 02.12.00) and weapons, (section 02.11.01), the weight of each is entered here, each as their own line item. Also, if a character is overweight, the amount overweight must be added as a line item as well (*for example: pounds overweight, 10*).

Don't forget to check the appropriate boxes for which Loadouts include each item, as this will affect your character's movement and other derived statistics (and is necessary for the SMART character sheets to auto-calculate these accurately).

Resources: This section lists areas where the character may have an established network of resources and their ratings. **The rules for Resources will be released in the Revised Edition of Metal, Magic and Lore.** These ratings will be used as situation modifiers when characters are seeking information or resources in a given area. Game Masters are free to experiment with this idea in their home games until the revised materials are released.

Coin: List the various currencies carried by the character. It is advised to note where these are carried, also.

Character Sheet Page Three: Magicians Only

Spells and Symbols: Enter this information as described in MML OE: JR. The sheet is arranged so that the player can make quick references to immediate information, looking up more detail in the rulebook as needed.



Section II – New Role Playing Mechanics

Rules Update: Game Play Time Sequences

The amount of time represented by a player action varies depending on the activity. In MML, this has been codified into four different “time sequences,” with each reflecting a different rate of time passage, what may be done within those constraints, and some implications to game mechanics.

Fast Action Sequences

Fast Action Sequences are divided into 5-second Rounds, and most commonly occur in combat and similar fast-paced scenes. The order of actions in Rounds depends on Initiative, and actions are affected by the Action Tempo rules in MML OE: JR 05.04.05.1.

A die roll in a Fast Action Sequence represents a single brief action of only seconds in length. There is little time to assess, and characters act on experience, instinct and intuition. The narrative of a Fast Action Sequence links these brief actions together, and narrative time is relatively slower than the actions themselves (“You draw open his coin purse, dip out the key to the jewelry box, and slip around the corner” taking longer to describe than for the character to actually do).

Example: A die roll represents an attack with a sword, a dodge behind a wall, a quick run across a shadowed area, or an attempt to reach into another’s purse and pull out some coin.

Role-Playing Sequences

Role-Playing Sequences reflect periods of continuous activity that can last a few minutes to an hour or two of in-character time. This is the most common sequence of play, and usually includes dialogue between characters and/or NPCs. Players may describe their characters’ actions or speech step by step or word for word, or abstractly. Role-Playing Sequences have no strict duration; they are entirely adjudicated by the Game Master in this mode of play.

Typically, during Role-Play Sequences each die roll represents the effects of a number of actions strung together. Characters act on experience, observation, and assessment. The Game Master unfolds the narrative based on each die roll representing multiple related events; narrative time is typically faster than the actions themselves (“You sweep the room for evidence of the crime” representing an hour or more of the characters’ efforts in just a moment of narrative).

Example: A die roll represents a tactical move into a position on a hill, an attempt to cover a backpack with some brush and natural foliage, a jog across a slippery muddied area to a building across the village, or an attempt to coerce another character into cooperating through clever conversation.



Montage Sequences

A Montage is a series of Role-Playing Sequences meant to reflect highlights from a longer period of in-character time, where only the most salient details of a sequence of events are described. These can encompass several hours to days.

Die rolls during Montage Sequences represent the culmination of numerous distinct actions (a die roll to repair an entire Dwarven relic machine rather than each individual component). There is ample time to assess, and characters act on experience, observation and multiple attempts toward the same goal; the greater duration makes it more likely that other characters may assist, working together to best effect. The Game Master unfolds the narrative based on each die roll representing multiple events; narrative time is greatly accelerated (“You gather wild vegetation and small game for dinner” encompassing several lengthy interconnected activities).

Example: A die roll represents the preparation of a trap or blockade position on an embankment, a rapid hike across a rocky terrain toward the neighboring village, or an attempt to ascertain bits of information from several townspeople about a mysterious stranger who was seen passing through some days prior.

Story Sequences

Story Sequences are typically initiated by the Game Master when the story calls for a long passage of time—typically a week, several weeks, or even a season. The Game Master will typically ask the players to broadly describe how their characters spend their time, such as practicing a skill or working on a long-term project.

Typically, during Story Sequences each die roll represents the culminating effect of a lengthy series of actions taken toward some effort. Characters take time, bring their best efforts to bear, and work together. As the Game Master unfolds the narrative, each die roll will often represent multiple events, passing over long periods of game time quickly.

Example: A die roll represents how well a character did during a monumental battle (or how badly the character was wounded), the preparation and training of a group of peasant farmers to defend their village, or a trek across the Dwarven passes to reach an adjacent country in the north.

With the exception of Fast Action Sequences, the various sequences of play simply reflect the length of time passed by an application of a Skill toward a goal. The GM has discretion as to how skills may be utilized in the represented interval.

Changes from Original Edition: Application of Attribute Modifiers

These rules supersede all related systems in MML: OE.

Single Attribute Modifiers to Skills

One Attribute Modifier is allowed at a time for any skill check. For Attack and Defense in melee combat, the player may choose either Strength or Coordination Attribute Modifiers to apply. When using Missile or Thrown weapons, Coordination or Perception Attribute Modifiers may be used.

Flexible application of Attribute Modifiers to Skills

Attribute Modifiers may now be applied flexibly to reflect different approaches to Skill application. *For example, one character might rely on Strength to wield their melee weapon in combat, where another might use Coordination. One might apply their Intellect to speaking a foreign language, while another might apply their Presence to charm their way through the linguistic gaps.* **These flexible applications are always at the Game Master's discretion.** The situation or specific application of the Skill may not make some Attribute Modifiers appropriate - players are free to advocate for their character's distinctive use of their Skills.

Skill Synergy Uses and Limitations

This is a clarification of the rules for Skill Synergy presented in MML OE: JR 02.07.01.1.

- With the exception of Local and Cultural Knowledge and Vocation skills, Skill Synergies cannot be applied during Fast Action sequences.
- Only one Skill Synergy may be applied during Role Play or Montage sequences. Other characters may lend only one Skill Synergy to the acting character during these sequences.
- During Story sequences, a character may apply up to three skill synergies, and supporting characters may lend up to two each. The Game Master may reduce these numbers if the specific situation is a case of "too many cooks spoil the broth."



New Mechanic: How to use Knowledge: Cultural, Knowledge: Local, and Vocation

When applying these Innate Skills, the GM judges whether a specific task is directly, partly, or unrelated to them. For example, a character who is a Commoner may be able to use Knowledge: Local to swim in a lake, climb a tree, or cook a meal. For a Lesser Noble, it is possible that none of these would be related to their upbringing, or partially related at best (as a pastime of their youth, for example).

When relevant to tasks where an Innate Knowledge or Vocation is being used, these Knowledges may apply as Skill Synergies **regardless of Time Sequence**. *For example, a character using the Boar Spear skill with a Vocation as a hunter may be allowed a Skill Synergy in their attack roll against a beast (Fast Action Sequence), just as another character using a Bureaucracy skill with Knowledge: Cultural (Role-Play or Montage sequence).*

New Mechanic: Racial Tolerances

Millennia of trade, interaction, mingling, and conflict have established typical predispositions between the races of Domum, from kinship to intense bigotry, creating baseline conditions affecting character interactions.

The situation modifiers in the table below are applied when a character of one race interacts socially with **unfamiliar characters** of another in a context where a skill roll is required to determine the outcome, such as negotiating a price, asking a favor, or requesting formal aid. These modifiers are added to the task Difficulty rating before the die roll.

Character Attempting Skill Check	Race of the Character being interacted with, and resulting modifier					
	Dwarf	Gnome	Elf, Gray	Elf, Wood	Hilfolk	Man
Dwarf	+20%	-10%	-10%	-10%	-10%	-10%
Gnome	-30%	--	--	--	--	--
Elf, Gray	-10%	-10%	+10%	-10%	--	-10%
Elf, Wood	-20%	--	-10%	--	--	--
Hilfolk	-10%	--	--	--	+30%	-10%
Man	-10%	--	-10%	-20%	--	--

Characters and communities become 'Familiar' with each other over time. This usually requires months, or even years of persistent trade, communication, or diplomacy to establish. It is possible for PCs to establish a familiarity with people from an area if they have dealings with those people frequently enough during a campaign game.

Familiarity applies a Situation Modifier of +30% to die rolls, modified by any existing penalty or bonus in the table above. *For example, a gnome interacting with a dwarf who is Familiar would be at the base task difficulty (the bonus and penalty will have canceled each other out), while Familiar Hilfolk would interact with each other at +60%!*

Details Of Race Relations In Domum's Fifth Epoch

Dwarves have a deep and abiding kinship with one another due to the shared challenges facing their race over the Epochs. The animosity between Dwarves and Gnomes is decidedly lopsided; Gnomes are reserved in their dealings with their cousins while Dwarves are often openly bigoted. Gray Elfin and Dwarven cultures are extremely different, leading to suspicion on both sides, partially mitigated by an understanding that both are the declining remains of Domum's true "elder races," with some of the only examples of living memory of prior ages (with Wood Elves an exception). Regarding both Hilfolk and Men, mild reservations arise from dealings with these younger races, who are ignorant of ancient Dwarven splendor and the rise and fall of kingdoms greater than their own.

Gnomes enjoy at least cordial relations with nearly all races beside their Dwarven cousins due to their willingness to trade fairly with nearly every culture of Domum they can reach. In the case of Dwarves, the situation is far harder - Dwarves remain unforgiving of the perceived treachery of their Gnomish cousins, and disagreements will often end in a brawl or worse.

Gray Elves deal with their own kind more readily than they do any of the other races, though they share some of their nostalgia for Domum's past ages with Dwarves. Gnomes, Men and Wood Elves usually show apprehension when dealing with Gray Elves, finding them seemingly unresponsive and foreign to the world of the Fifth Epoch, whereas Hilfolk regard them with a sense of almost innocent wonder.

Wood Elves have neutral relations with Gnomes, Hilfolk, and Men who all have different social norms. Dwarves see Wood Elves as betraying the traditions of Domum's golden ages, whereas Gray Elves hold a mild but persistent reluctance towards their uncivilized cousins.

Hilfolk enjoy trust and warmth nearly everywhere they go, but nowhere more than with their kin, united in their culture of hospitality, honesty and good living. While Men are somewhat bemused by Hilfolk and may not take them seriously, Dwarves are entirely dismissive, regarding them as soft and weak.

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Men have spread across the whole of Domum, and so there are few of any race that have not dealt with them. The elder races regard them with a mild impatience due to the pace of their expansion and the effect of their comparably short lifespans on their cultures. This apprehension is reciprocated by Men, who are generally assured of their ascendancy among the races of Domum. Wood Elves regard Men as the most distasteful of the races, due to their rapid expansion and apparent disregard for the resources of the lands they inhabit.

When Character Actions Oppose Each Other

Inevitably, characters will oppose each other. This is most obvious and straightforward in combat - an attack die roll vs. a defense die roll. It is also possible that characters will enter into conflict involving tests of other skills: gaming or gambling, negotiations, squeezing information from each other, etc. When these conflicts involve Skill use, have both players make an appropriate Skill check and use these simple guidelines to determine the outcome:

Situation	Result
One character succeeds and the other fails, OR one character Critically succeeds and the other succeeds	The character who succeeded or Critically succeeded respectively accomplishes his desired result
One character fails and the other Critically fails	The character with the normal failure accomplishes his desired result with some limitation determined by the GM
Both characters succeed or both Critically succeed	The character whose roll succeeds with the greatest numerical margin of success accomplishes his desired result, with some limitation determined by the GM
Both characters either fail or Critically fail	GM will determine a result which compromises both characters' desired results

New Mechanic: Skill Options

In certain specific situations where a Skill is being used, a player may reason that more than one Skill might be applicable: *for example, persuading a lesser noble to give official aid to the party might be accomplished using the Bureaucracy, Persuasion, or Vocation: Courtier skills, or others.* How closely related the selected skill is will impact its value in each case.

The GM must determine whether a Skill being applied is Directly Related, Partially Related, or unrelated. See the section below, **Using a Skill, Half of a Skill, or No Skill at All?** for rules for how to apply skills with varying relevance to tasks.

There are presently no changes in specific rules for Critical Successes and Critical Failures; some of these are described while most are left to GM determination until the Revised Edition. In general, their consequences should be sufficient to clearly distinguish them from a success or failure within the normal range.

Specific Actions During Various Game Sequences

The special actions below are not related to any specific Skill; the most relevant Skill is determined by the GM based on the situation, with more than one relevant Skill possible. *For example, "Tactical Assessment" may be attempted by a character in combat using his Tactics skill, or in a game of cards or dice using his Gambling skill.*

Players familiar with MML will notice some of these Actions are repeated from the MML original edition rules, but placed here for context (along with some new options).

All of the below actions are subject to situational modifiers as determined by the GM. *For example, a Coerce action may receive a bonus if the character is given a bribe or plied with food and drink, or may receive a penalty if the character is aware of the PC's bad reputation.*

Actions allowed during Fast Action Sequences

Changing Intended Action: as written in MML OE:PR 05.04.07, page 190.

Intuitive Guess: Lets a character use a Knowledge to make a “hunch” about the present situation based on experience. The character uses 1 Action and checks the relevant Skill at +15%. On a success, the GM will provide the player with a **single phrase of relevant and factual information they would not otherwise know.** (*for example: “Is this guy hiding something?” Successful roll: “Yes, he got shifty when you mentioned the Prince; it seems to you that he’s deliberately withholding something.”*)

Focus My Reserves: A character may call upon their force of will and personality to succeed at a task by spending Evocation. This is a spontaneous action and may be taken at any time, applied to either Skill checks or Attribute checks. For Skill checks, **the action must be in complete alignment with the character’s Morality when applicable.** The player first spends an amount of Evocation to add to their next chances to succeed, at a 1-to-1 cost for each 1% bonus (*for example spending 25 Evocation adds a +25% to the chances for success*), and then rolls the percentile die as normal, adding that +% bonus to the total needed. For Attribute checks, the player first declares the amount of Evocation to be spent, at a 10-to-1 cost for each +1 bonus (*for example spending 30 Evocation adds a +3 Bonus to the Attribute number required*), and then rolls a d20 as normal, adding that +X bonus to the total needed.

There is no limit to the amount of Evocation a character may spend. Evocation Fatigue and Recovery applies normally to any character Focusing Reserves. Remember that magicians make Fatigue checks at ¼ Evocation Points, and again at 0 Evocation Points, while non-magicians check at ½, ¼, and again at 0 Evocation. Characters fall unconscious if they fail a Fatigue check when they have less than 0 Evocation Points.

Tactical Assessment: A character may wish to use a skill to quickly determine the best course of action in a fast-paced situation. This requires 1 Action, imposes a -5 to the character’s Initiative in the current Round, and allows the character to make a skill check at a task of +25%. If successful, the GM will advise the character’s best course of action for the next Round in terms of positioning, sequence, or other tactical consideration. If the character acts in the next round in accordance with this advice, any skill check is made with a situation modifier +10%, and die rolls indicating a Critical Failure may be rerolled.

Wait and Observe: as written in MML OE: PR 05.04.04, page 189, clarified as follows: A character may wish to Wait and Observe when the player cannot yet determine a fitting action; the character must dedicate the entire Round to Wait and Observe to gain the benefits described, regardless of the number of Actions available. A character who is Waiting and Observing may decide to take an action at any point during the current Round. In this case, the character is considered to have changed his intended action (see above); the character is imposed a -10 to total initiative as described. Interruptions during waiting and observing will result in a situation modifier of -10% to any skill checks required; the character gains no benefits from Waiting and Observing in the subsequent Round.

Actions allowed during Role Playing Sequences

Buy, Barter or Trade: Allows a character to negotiate for batches of provisions, supplies or other items of interest. The relevant skill check is made at a task of +35%. The skill check is intended to determine if the character is able to acquire the items desired, and negotiate a price better than market value; in game terms this is generally 10-30% less than listed (apply the margin of success as a discount, up to 30%). Critical failures mean that more was paid for them than fair market value (reverse the above, up to 30% above list price). Chances of success are subject to Racial Tolerance Modifiers (see previous section) as well as modifiers imposed by the GM due to high demand or low demand for the items or other factors.

Coerce/Influence: Allows a character to influence another into acting voluntarily in their interest. The skill check is made at a task of +25%, and determines if the Player Character is convincing enough in the eyes of the target character. It is also possible to attempt this result through **Intimidate/Interrogate** – in this case the Player Character attempts to make the target character feel threatened enough for his own safety that he takes the demanded action or provides information. This check is made at a task of +15%, but may be modified by the GMs based on the character's methods.

Deceive/Impersonate: Allows a character to pass himself off as another person. The relevant skill check is made at a task of +45%. While seemingly easy, the character must make a skill check for every Role-playing sequence which occurs and maintain his composure over that duration. A language skill may offer a Synergy bonus, but If a character is trying to pass as a native of another land, language skill will come to be tested separately, which could either help or undermine the effort.

Educated Guess: Allows a character to use their existing knowledge and experience to draw conclusions about their current situation. This is similar to **Intuitive Guess**, above, but occurs over a longer time (and is easier as a result). The relevant skill check is made at a task of +35%. On a success, the GM will allow the player to ask a question about their immediate circumstances; the GM will answer with **relevant and factual information the PC would not know otherwise in a statement of about one or two sentences.** (For example: "Does the damage to these tomb walls seem like natural decay or something else?" Successful roll: "No, the gouges to the stone remind you of the impressions metal tools make on masonry, such as shaping a doorway to fit a door.")



Establish Relatedness: Allows a character to attempt to win the trust or positive regard of another by finding some common ground between them. The relevant skill check is made at a task of + 35%. Success awards a situation modifier +15% on all subsequent social skill rolls during this interaction, unless the character does something dramatically harmful to the rapport through his words or actions, such as an insult, attack, etc. (*For example: "Wait, you're from the Iron Hills? My oldest brother used to go up there to bring us gifts for the Spring holiday! Do they still make those blackened iron trinkets?"*) At GM discretion, die rolls indicating Critical failures will impose a penalty rather than bonus to subsequent skill checks.

Read a Situation: Allows a character to take time to analyze the situation clearly. A relevant skill check is made at +45%. Success means the Game Master will advise the best course of action or approach to the current situation: *understanding another's motives, the positions of guards, the meaning of markings on a structure, the innuendo used to communicate a hidden message, etc.* If the character heeds the GM's advice, the next skill check the character makes grants a situation modifier +20%, and Critical Failures may be rerolled.

Actions allowed during Montage Sequences

Buy, Barter or Trade: Functions as above, but at a task of +45% due to the longer time available to shop and negotiate.

Coerce/Influence: Functions as above, but at a task of +35% due to the time to apply social influence on another.

Deceive/Impersonate: Functions as above, but at a task of +25% due to the greater difficulty of maintaining subterfuge over a longer period of time.

Intimidate/Interrogate: Functions as above, with a task of +25%, and may be modified by the GMs based on the character's methods.

Teach Another: Allows a character to impart some of his knowledge or skill to another character. The character must have **Instruction** as a skill, and use it as a base with any added skill synergies from the skill being taught and others applied normally; the skill check is made at +45%. A character may only teach a skill or knowledge which he actually has, with one die roll attempted for each Montage sequence of time. If successful, the student character gains one Experience point to the skill being taught (SPEX). If a character wishes to teach a group of characters, the task is +35%, and if successful, each student must make a Perception check to receive the appropriate SPEX. Failure indicates no SPEX is granted.

Maintain Armor or Weapons: Both apply normally as described in the MML OE:JR 03.07.00 and 05.05.00 rules sets.

Actions allowed during Story Sequences

Any Actions which may be taken during the sequences listed above may be taken during a Story Sequence. During these instances, the Game Master may award a situation modifier of up to +30% due to the extended time available. The exception to this is **Deceive/Impersonate**, which generally becomes more difficult over time, until some solid social network can be established.

Teach Another: Functions as above, still using the Instruction skill, but at +55% due to the greater time available. In a Story Sequence, success at this action grants Experience Points equal to the teacher's subject skill/10 to

3 NEW ROLE PLAYING MECHANICS

students (<.5% rounded down, .5% or > rounded up). For example, a character with a Masonry skill of 28 would grant 2.8 SPEX, rounded to 3 SPEX. If a character wishes to teach a group of characters, the task is +45%, and if successful, each student must make a Perception check to receive the appropriate SPEX. Failure indicates only 1 SPEX is granted.

Improve Skills: The mechanics of these actions are presented under the Awarding Experience section for the GM later in the Codicil. The three Actions are **Teach Self**, **Train/Practice**, and **Research Knowledge**.

Other Actions Specific to Magicians

There are several Actions magicians can take to expand their abilities with magic. Some of these are described in MML OE:PR but are clarified here. Except for one noted for Symbolists, these Actions may be taken during a Montage Sequence, and some will require a Story Sequence.

Acquire Substantive Components: is clarified in reference to MML OE: PR 03.05.06, page 114. This will be dealt with in greater detail within the upcoming *MML Manuscripts of Magic Update Module*. For the time being, players should note which of their spells require Substantive Components, and ask the GM which may be purchased using a **Buy, Barter or Trade** action, with a situation modifier from 0% to -30% determined by the GM based on the rarity of the component(s) in question.

Wizards may learn new spells: See MML OE: PR 06.07.07, page 262.

Elementalists may learn new ritual spells of other origins: See MML OE: PR 06.08.10, page 277.

Symbolists may learn new symbols: See MML OE: PR 06.09.14-15, page 297-298.

Symbolists may create or inscribe Symbols: See MML OE: PR 06.09.09, page 294. Some symbols may be inscribed in only a few minutes if drawn (Role Play Sequence), but they may require longer, see the guidelines within the section, Table 6C (Montage Sequence or longer).

Inscribe a Tome (all types): Functions as in MML OE: PR 03.05.00, pages 112+ with the following clarifications. Tomes require skill to create, with a die roll required for each spell, ritual or symbol recorded. Each Story Sequence of one week allows for one (1) Wizardry spell, (1) Elementalist ritual or two (2) Symbols to be entered. The difficulty is equal to the difficulty to cast each spell, ritual or symbol. Success indicates it has been recorded; failure indicates the time was spent but the inscription remains incomplete or non-functional.

Alchemists may Enchant an Item as described in the MML OE: JR 06.12.04, pages 172+.

Using a Skill, Half of a Skill, or No Skill at All?

Generally, there are three ways in which any skill or Vocation will relate to the task at hand:

Directly Related skills/vocations are those in which the task is perfectly suited. For example, Vocation: Surgeon would be directly related to attempting to treat wounds on another character. This is the default in MML: the skill number is combined with an attribute modifier, situational modifiers, synergies, etc. to determine the total chance of success.

Partially Related skills/vocations are those which might be somewhat suited, but lack the specific expertise of a Directly Related skill. To continue the example above, Vocation: Veterinarian may be useful for the treatment of wounds as this is not dissimilar to treating animals, but lacking in the specific understanding of human anatomy granted by Vocation: Surgeon. In these cases, half the skill is used, plus modifiers, and **the task difficulty is 1 level harder** (for example, Routine +45% becomes Challenging +35% by moving down 1 row in the chart - see MML Player's Rulebook page 180, and revised version in the Journeyman's Rules page 102).

Unrelated skills/vocations cannot be used at all for the task at hand; to continue the example above, the Vocation: Mason is completely unrelated to treating wounds. In these instances, a character without a related skill will use only the Attribute modifier, and **the task difficulty is 2 ranks harder** (for example, Routine +45% becomes Difficult +25% by moving down 2 rows in the chart).

All characters in all cases are allowed the application of Attribute modifiers, and any Skill Synergies if the Game Time Sequence allows for it.

To illustrate the numbers from the example above, a Surgeon might use a 30% (skill) +3% (attribute) +45% (Routine task) = 78% chance of success, while a Veterinarian of equal skill uses a 15% (½ of 30%) +3% (attribute) +35% (a Routine task of 45% made 1 rank harder to a Challenging task) = 53% chance of success, and an unskilled character uses 00% (no skill) +3% (attribute) +25% (a Routine task of 45% made 2 ranks harder to a Difficult task) = 28% chance of success.

Since these tasks would likely be attempted during a Montage Sequence, characters would be allowed 1 Skill Synergy each, so in effect might be adding, on average, between +3% and +8% to the totals illustrated above.

Becoming Familiar with a Given Task

Even a character with limited or no skill can become familiar with a very specific task with practice. To do so, the character must spend a Montage Sequence of several hours practicing that task and passing a Reason Attribute check. Success indicates that the "made X rank(s) harder" condition described above is reduced by 1 rank. Failure means the character must try again at a later opportunity.

Extending the example above, this means that with proper practice the Veterinarian could make the task of patching up his friends Routine at +45%, as for the Surgeon; he would then have a 63% chance of success. The unskilled character could potentially do the same, making the Difficult task a Challenging one at +35%, giving him a 38% chance of success.

In the event the Veterinarian should acquire the skill Surgeon (let's say, at 05%), the character then has the choice to use one of these skills to make the attempt described in the example. As mentioned previously, when a character has two skills or more to choose from, he may choose the one which is most advantageous. In this case, it remains Veterinarian, until such time the Surgeon skill advances high enough to be a benefit.

Clarification: Weapon Families

The MML original edition rules make reference to weapon Families (see MML OE: PR 05.07.06), indicating weapons used in similar ways with different properties. This concept remains the same, but its mechanics are superseded by the following:

When a character has a skill of a weapon that is within the same weapon Family as the weapon being used, the weapon Task becomes **1 rank harder**. When a character has a weapon skill of a different weapon Family entirely, the skill is considered Partially related (*so, use half the skill*), and the weapon Task becomes **1 rank harder**. If a character has no skill with *any* weapon, the weapon task listed becomes **2 ranks harder**.

For example, a soldier who was trained in War Spear would use his War Spear skill of 26% (skill) +3% (attribute) +45% (Routine task, used two-handed) = 74% chance of success. Another soldier with equal training in Poleaxe using the War Spear will use a skill of 13% (partially related skill) + 3% (attribute) +35% (Routine task of 45% made 1 rank harder to Challenging, +35%) = 51%. A farmer untrained in any weapon skill uses 00% (no skill) +3% (attribute), +25% (Routine task of 45% made 2 ranks harder to Difficult) = 28%.

Characters may Become Familiar, as above, with specific weapons, following the same rules.

Both the soldier trained in Pole Axe and the untrained farmer above could take time to become familiar with the War Spear, making each task difficulty easier by 1 rank. If successful, this would make the soldier's chances of success a 61%, and the farmer's 38%.

Consider a broader example: a local militia of farmers could also be trained by a soldier to use the War Spear (using the Teach Another action), imparting a small amount of skill to a number of them. In this case, the farmer might have gained a skill in War Spear 5%, +3% (attribute) +45% (routine task, two handed), since his skill is now directly related to the weapon, for a total of 53% chance of success.

If we were to compare this to a newly conscripted soldier of equal ability, we would find that the soldier would achieve the same 53% in a similar amount of time; however, his Vocation: Soldier would also allow a skill Synergy to be applied, likely adding +1% to +5% depending on the soldier's skill level. Obviously, we can see that even after 6 months of being a conscripted soldier – who may very well have been a farmer before – his chances to succeed with the same weapon might very well be somewhere between 62% and 68%, all things considered.

Guidelines for Awarding Experience Points (EX)

Characters may earn Experience Points (EX) in a number of ways depending on Time Sequence. The value of Buying Experience Points (BEX), Specific Experience Points (SPEX) and General Experience Points (GEX), is equal, and convert to Skill % using the same method presented in the Character Creation section of this Codicil. The three differ only in terms of when and how they are awarded.

This section supersedes the sections on Experience Points in MML OE: JR 02.07.02X series, as well as related Game Master PDF materials - though EX may still be used to increase a character's Attributes as described in MML OE:JR 02.07.03 with the same limitations.

Specific Experience Points (SPEX)

Specific Experience Points (SPEX) are applied to specific skills. As dice are rolled during Fast Action, Role Play, or Montage Sequences, successes will indicate SPEX has been gained. Players should make a note of when a skill check is made successfully (usually with a tick mark near the specific skill). After 3 marks, make a Reason Attribute check; If successful, the character gains 1 SPEX for that skill. If failed, the process begins again, the player removing the tick marks previously noted.

When a die roll is either a Critical Success or a Critical Failure, the character will immediately earn 1 SPEX for the skill which was being used (no Reason check needed).

SPEX is earned immediately and may be applied to the skill at the end of the game session.

General Experience Points (GEX)

General Experience Points are awarded for various in-game events as well at the discretion of the Game Master, and are not bound to any specific skill. Game Masters may award each character GEX after each game session based on the guidelines below. These GEX should stack; they add together as they are awarded.

- A particular milestone of the adventure or story is accomplished by the players = +1 GEX to each character
- The adventure or story line milestone was more difficult than expected = +1 GEX to each character
- Character acts during Role Play or Montage sequences in accordance with his Morality = +1 GEX
- Character exemplifies his Morality at cost or hindrance to himself = +1 GEX
- A Story Sequence indicates that 1 season of game time has passed = +1 GEX (see section following)

As many of these conditions will occur concurrently and possibly multiple times in a session, the GM is encouraged to track them during play so as to award the appropriate amount of GEX at session's end.

GEX Award Increase based on Character's Cognitive Attributes

This section supersedes MML OE: JR 02.07.02.5.

Whenever a character is awarded 1 GEX, there is a chance to receive an additional 1 GEX based on the total of the character's three cognitive attributes; Intellect, Reason and Creativity. The character must make a percentile dice roll equal to or less than this total: success indicates an additional 1 GEX is awarded. This roll should be made for each individual GEX point awarded, not per instance of such an award.

For example, if a character is awarded a total of 3 GEX, the character will have the opportunity to earn up to an additional 3 GEX. If the total of his Intellect, Reason and Creativity is 34, the player must roll a 34% or less for each 1 GEX. If the player rolls 47, 34 and 28, two additional GEX are awarded, for a total of 5 GEX from this particular instance.

GEX may be applied to any skills the player chooses, converting to percentage points accordingly.

Applying GEX During Story Sequences

If a character has time to take any of the player Actions described below, follow the accompanying procedure to determine any GEX which may be gained or applied to skills. If such an opportunity does not exist, the character may simply be awarded GEX for the passage of time. This is subject to GM discretion, but in the event that characters are preoccupied with activities of daily living, and cannot focus their time on training or study, they should be awarded 1 GEX for every season of Story Sequence time which passes.

Teach Self: A character may attempt to learn a new skill, knowledge or Vocation he does not currently possess. This requires a Story Sequence to attempt. The character must first have available GEX to allocate to this effort; without GEX, it may not be attempted. The difficulty of the task is based on what the character is trying to teach himself:

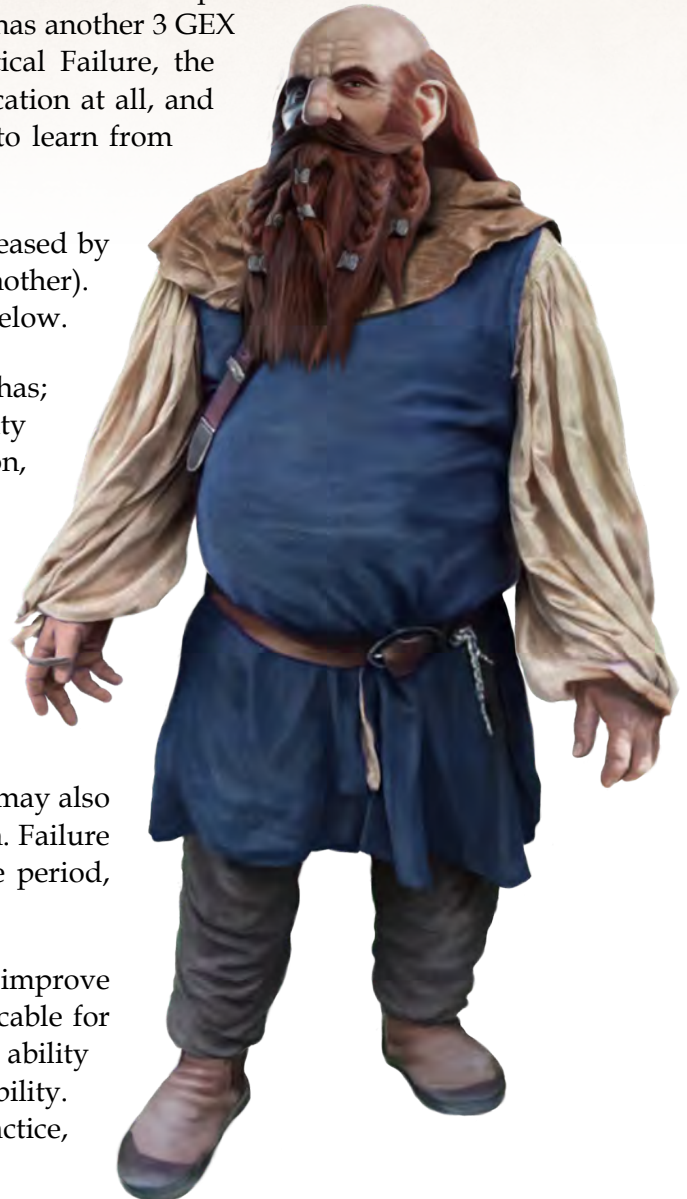
To learn a skill/knowledge, the player must first dedicate a minimum of 1 GEX to this effort, up to a maximum of 3. The player makes a percentile check based on the total of the character's three cognitive attributes; Intellect, Reason and Creativity (*for example Attributes of 10, 11, and 12 total 33, or 33%*). Success means the character applies the dedicated GEX to acquire the skill, and converts them to percentage points as normal. Failure means that the character cannot teach himself during this time period, and the time is simply passed without success. The GEX dedicated are not lost, but are returned to the character's GEX pool. The task cannot be attempted again until the next available Story Sequence.

To learn a Vocation, the player must dedicate 3 GEX to study the Vocation and make the same percentile check based on his three cognitive attributes as above. Success means the dedicated GEX to acquire the skill is successfully spent, increasing the skill. Failure means that the character cannot teach himself during this time period, and the GEX points are lost (removed). The task cannot be attempted again until a subsequent Story Sequence and the character has another 3 GEX to dedicate toward the endeavor. In the event of a Critical Failure, the character determines he is unable to teach himself the Vocation at all, and must seek out another character with the same Vocation to learn from (that character using the Teach Other Action).

Note: After character creation, Vocations may only be increased by this method, or be taught by another character (see Teach Another). A Vocation cannot be increased by using 'Train/Practice,' below.

Train/Practice is used to improve a skill which he currently has; it is not applicable to Vocations. 'Skill' refers to any ability which requires a physically active component, coordination, motor deftness or related somatic movement (such as a weapon or craft skill). This requires a Story Sequence during which the character has a routine practice schedule. It is not required that the character have any available EX points to apply to the skill in question, simply that time be spent in training and that a skill check is made successfully, with a task of +35%. Success means the character applies 1 EX to the skill in question, with a Critical Success applying 2 EX. In either case, the character may also apply an additional 1 GEX, if available, to increase the gain. Failure means that the character cannot improve during this time period, and the time is lost.

Research Knowledge is used when a character wishes to improve upon a knowledge which he currently has; it is only applicable for Knowledges and not Vocations. Knowledge refers to any ability which relies on thinking, reasoning and intellectual ability. Research Knowledge follows all the rules of Train/Practice, above, but is at a task of +25%.



The Languages of Domum

New Mechanic: Using Languages During the Game

Characters begin play speaking the language(s) of their land of origin. Game mechanics for language Skills should not be constantly applied, as they can easily impede play. However, they may play key roles in the characters' abilities to accomplish what they need at certain times during the game. It is always assumed that the character making skill checks is the one who is using the specific language to convey his speech. However, there will be times when the character who is listening will also need to make a skill check.

There are three situations in which language Skill mechanics should be applied:

First Meeting

Characters who meet for the first time and do not share proficiency in a common language or have a translator may still need to communicate. The characters may know a common language to a limited degree (*for example, Novice skills*), or may know languages which are remotely related. In such cases, it is assumed that the characters are able to communicate effectively (if slowly) during Role-Play Sequences, but if time is not a luxury, the GM may determine that a sufficiently complex interaction requires a Montage Sequence, in which die rolls should be applied a Situation Modifier of +20%.

Convey Under Pressure

Characters may encounter a need to convey an idea very quickly, due to some urgency or tactical pressure. This is typical of game play during Fast Action Sequences. When this occurs, the player states the message, limited to one that can be delivered in the appropriate amount of game time (1 or 2 rounds, 5-10 seconds). The GM will judge the message simple or complex, with the difficulty for each described in the section below. If complex, both speaking and listening characters must make successful language skill checks for the message to be properly conveyed.

Passing as Native

When trying to impersonate a native of a foreign region, the character's use of language is paramount. Depending on the level of interaction he has with local natives, this may include local idiosyncrasies, colloquialisms and gestures. Besides a character using a related skill check for impersonation or acting, the need to speak in the alias language will likely occur. When it does, all skill checks are used as described in the sections following; however, if the character is trying to pass as unmistakably native, an additional Situation Modifier of -20% is applied. Other skills may be used as synergies in these instances as well.

Languages and their relationships with each other are described in the section immediately following.

Language Families

Following are guidelines for determining and handling the relationship between languages. The table immediately below will help to illustrate the relationship between language groups visually, as groups in columns are related.

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	Elfin Family	Mannish Family		Dwarven Family
Dialects	Gold Elfin, Vale Elfin	Kalish, Normannish, Nyrish, Vawnish	Caliphish, Seskish	Gnomish, Shrejish, Ugharish
Dialects	Navan Elfin, Gray Elfin	Aacheish, Gallish, Trade Tongue, Villmyrish, Vossmyrish, Western Mannish		West Dwarven, Eastern Dwarven
Roots	High Elfin	Ancient Mannish		Old Dwarven

Dialects: Languages listed within the same cell are dialects of each other. Dialect languages on Domum share much of the same meaning, grammar and structure throughout, and are for the most part, mutually intelligible in spoken form. Common, daily conversation is usually easy, but occasionally naming conventions or grammatical use differ, an obstacle when conveying complex ideas or understanding entertaining stories, poetry or jokes.

Dialects often share nearly 100% of their written character systems.

Dialect languages in game terms:

- Conveying simple ideas, common conversation: Language skill tasks are Simple, +70%
- Conveying complex ideas, highly detailed conversation: Language skill tasks are Challenging, +35%
- Reading and understanding text: Literacy skill tasks are the same as above.

Language Family: Languages that are in different cells within the same column are considered Related. While they belong to the same family of languages, they can still significantly differ from one another. Among them, very simple speech can generally be conveyed between people, such as gestures of greeting or farewell, requests for a name or a location, quantities or numbers and similar ideas. However, extended conversation usually requires substantial time (a Montage Sequence at the minimum), and the use of hand and facial gestures. Ideas of even moderate complexity can sometimes be impossible to communicate, and use of a translator is usually required if time is limited.

In written form, Related languages share a good portion of their character systems, with some distinct characters. The grammatical application and phonetics represented by them can vary widely. It is possible that they may be read with partial success, knowing general meanings but not necessarily details and certainly not nuances.

Related languages in game terms:

- Conveying simple ideas, common conversation: Language skill tasks are Challenging, +35%
- Conveying complex ideas, daily conversation: Language skill tasks are Arduous, +0%
- Reading and understanding text: Literacy skill tasks are as above.

Languages of two different Families (i.e., different columns) are mutually unintelligible in both spoken and written forms. Even conveying the simplest of ideas will take an extraordinary amount of time (multiple Montage Sequences), during which communication is usually met with repeated failure before a very basic understanding can be established. In these situations, a translator who knows both languages is necessary for clear communication, albeit at a slower pace than if they were speaking a common language naturally.

Root Languages

Root languages are languages of origin from the times of early history. In the Fifth Epoch, they are “dead”; no one on Domum speaks them any longer. However, it is very possible that there may be found tomes, books, ancient archives or other artifacts which utilize character systems of these languages. It is therefore possible to understand the written form of these languages. If a character knows a language which is noted in bold immediately above the respective Root Language, it may be considered Related to it, and can be treated similarly with regard to using a Literacy skill in order to interpret text.

Creoles and Isolates

There are two unique types of languages which exist on Domum. **Creoles** are languages developed through the adaptation of two languages over time. These languages have some unique characteristics in relationship to others. **Isolates** are languages which stand alone and are unrelated to any other known language.

Trade Tongue, originally invented by Gnomes, is a spoken Creole based on a highly simplified form of Aachaeish. In its formally written form, it shares a character system with Gnomish, and is treated in this form as Related to Gnomish. However, in most regions, people who are able to write Trade Tongue do so phonetically using their own local character systems, which is fairly effective when messages conveyed are kept simple enough: lists, numbers, amounts and so forth.

Tronish is a naturally occurring Creole resulting from the cohabitation of people from two cultures over some centuries. In spoken form, it is considered a Dialect to both Gnomish and Vawnish, though in written form it is Related only to Vawnish.

Wizard’s Tongue is an Isolate, unique to those who practice this magical art. It is said that only the ancient language of the High Elfin people who departed Domum is related in any way to this, though this is highly speculative and possibly dependent on certain uses of the language.

Solnish is an Isolate spoken only in the east, within the lands ruled by the Solnim Princes.

Taturish is an Isolate spoken only in the east by a specific tribe of people called the Taturaug within Bal-Tegalmust; however, some claim that with a degree of effort, these people can communicate with those who know Gnomish.

A note about written character systems

There are six essential character systems on Domum: Navan Elfin, Aacheish, West Dwarven, Solnish, Wizard’s Tongue, and Taturish. Variations of these exist based on local use of Dialects.

Section III - Micro-Atlas: The Continent of Domum



An Overview of the Lands and Map of Domum

The purpose of this overview is to provide enough information for players to create backgrounds for their characters specific to certain regions within the Metal, Magic and Lore setting. Descriptions have been provided to give players a cultural feel for various regions, with related languages and any particularly outstanding features of the region. Much more detail will be provided in upcoming PDFs and books. Note that only regions containing speaking races have been described, not every region over the entire continent.

Domum is a continent separated by water on all sides, approximately 2,600 miles long west to east and 1,600 miles long north to south. The markings along the edges of the map each represent an area of about 200 miles long. North to south, Domum sees a variety of climates, with the north having snow and ice-covered areas for part of the year, the south with warm temperatures and lush green foliage through much of the year and milder climates during the deep Winter season. Domum's southeast features extremely hot temperatures and arid air, with dangerously cold nights. Upon the sea passed its northern shores lies a bed of broken ice in greater or lesser quantity all year round.

Sovereign nations are labeled with the first letter capitalized. These are nations with rulers of international recognition and status. Most populations of these states range from 3-4 million in mildly temperate countries where resources are plentiful, with 1-2 million or as few as 200,000-300,000 in harsher environs.

Principalities are labeled with the first letter in lower case; the term is used in reference to size, and can refer to a state ruled formally, or a satellite nation-state. These areas have populations comparable to the smaller nations, several hundred thousand or more. With some exceptions based on specific history, Principalities maintain allegiance to a greater neighboring state. **Dukedoms** or **Duchies** exist as a cultural artifact of the Middle Kingdoms, being of size equal to a Principality but ruled by royalty considered to be of a higher noble rank in that region.

City-States are concentrated areas which are ruled from a major city. City-States typically have governing influence over the area 2 or 3 day's ride surrounding them. City-States are ruled by a variety of political stations, based on local cultural tendency and self-proclamation.

Regions are labeled in all capitals. They are collections of populated lands, with widely varying states of governance detailed within each of their descriptions.

Descriptions of the realms are in the order in which civilizations arose to a significant level. Many have had native people of the lands, traditions and existing cultures for centuries, but were undeveloped and/or sparsely populated until the time frames noted below:

- The Eastern Kingdoms were settled within the 2nd Epoch, certainly over 5,000 years ago.
- The Middle Kingdoms were settled in the 2nd to 3rd Epochs, sometime between 2,500 and 1,500 years ago.
- The Western Kingdoms were settled in the 4th Epoch, less than 1,000 years ago.
- The Settled West was settled within the 4th Epoch, less than 500 years ago.
- The Northern Kingdoms were settled near the end of the 4th Epoch, less than 300 years ago.
- The Far North was settled within the 5th Epoch, less than 200 years ago.

The Realms of Domum

The Eastern Kingdoms

Overview

The Eastern Kingdoms include **Tallic**, **Solnim**, **Selesiene**, **Delmatia**, **Ilbria**, the **Chaemi Lands**, **Xi**, **Ugharet**, **Zul-Salar**, **Bal-Tagalmust** and the **Navan Hills**. They comprise the oldest settled region across Domum. Most of the area is rolling hills of sand and desert, with areas to its southwest still lush with green fields, water inlets, and patches of forested hill and mountain. Areas east are arid, with hot days and cold nights. Small pockets of mineral and gem deposits are here, with some precious metals, and the southernmost region hosts the largest salt deposit in the entire continent. Iron is uncommon, and usually used for arms or armor.



It is here the first Dwarves and Gray Elves met; the Dwarves claim to be natives of the land, while Elves migrated here in the Second Epoch. Throughout history, this land has changed dramatically, first by the great Cataclysm which changed the ecology of the region permanently. As the population of Men has rapidly increased in the



THE CONTINENT OF DOMUM

past millennium, Dwarves and Elves have migrated to other parts of the continent, leaving few of their number here, as well as remains of architecture bearing their ancient craft. Tribes of early Men were first encountered in the east, and a wide variety of physical features can be seen: Men of both light and dark skin and hair, tall and short stature, slender and squat facial features, bearded and unbearded. Early tribes eventually gave rise to an ordered civilization across the bay to what is now known as Aachea. The Men of the current epoch wear styles which seem exotic to those from other parts: looser-fitting fabrics of color with a utilitarian design. The Navan Elves are the only elder race which remain tied directly to the early history of the area. Livestock is common to grassy regions, including camels, mountain goats, llamas and alpacas, as well as a variety of larger reptiles, all exotic to other lands. The mammals produce milk for the local people, and nearly all beasts are used for hides and leathers. In most regions these hides and leathers are the basis for armor troops may bear, with some quilt, silk when it can be gotten, and augmented with small amounts of metal. Spears and axes are the default arms for these people, with bows and occasionally curved sabers or longswords.

The countries of the Eastern Kingdoms are listed below, in order of relative power and influence that each country holds, from most to least.

Solnim

Solnim is the most northwestern kingdom of the Eastern Lands. Each Solnim Prince traces his lineage directly to King Solnim, who once ruled the land. An ancient succession war once raged to a stalemate; Princes now form a league bound together by alliances based on a unique language and culture segregated from neighboring lands. Strongly agricultural and reliant on a large merchant class, they acquire excellent horse breeds from the nearby **Horseman's Highlands**. Princes of Solnim employ the most powerful land force in the east, with heavy cavalry, dragoons and archers equal to the best of **Kalin**, its bordering rival. The arms of the Princes are some decades behind Kalin by comparison, relying on more mail than plate. However, the nobility of Kalin respect Solnim heritage for its noble bearing. (*Prevalent Languages: Solnish*)

Tallic

Tallic is a small but strategically situated country, once part of **Aachea** in the Middle Kingdoms. Almost 300 years ago, the ruling King died leaving two claimants to the throne. Rather than civil war, a diarchy of the heirs was created, each holding position for life and passing it to kin. Tallic maintains close ties with Aachea, with a common language, culture, and trade. Tallic's navy denies **Marabant** access to the sea, and keeps a strong military tradition which includes mandatory conscription. The capital is considered cultured, hosting libraries and scholars forming colleges. Symbol magic has some presence here, and while open practice is still uncommon, magic can be found with time and money. Wizardry and Elementalism are still viewed with some distrust, a cultural artifact of the Second Epoch. (*Prevalent Languages: Aacheish*)

Selesiene

The **Selesiene Governorate** is a protectorate of **Aachea**, who controls this territory while allowing an agreeable degree of autonomy. Appointed for 4-year terms of service by the Princes of Aachea, governors hold their position for a score of years or more. The Selese culture in the southern portion of the country resembles Aachea. The north is partitioned into small provinces, each ruled by a Regent. One Regent's well-trained light cavalry reaches the border of Solnim, and the northeast portion of the country is contested. The Governorate strives for good ties with **Delmatia**, but the presence of foreign mercenaries attracted by conflict makes this increasingly difficult. (*Prevalent Languages: Aacheish*)

Xi

The **Free City of Xi** (pronounced Z-eye), as it is called by easterners, bears the name of “Yaz” as one moves west. It is a walled city teeming with a population from across the Middle and Eastern Kingdoms. It is thought to be one of the largest on the continent, with anywhere from 600-750,000 native inhabitants depending on the season; most are Men, but some Dwarves and Elves can be seen. It lies on an inlet, a confluence of trade routes from north, west and east. The stone walls of the city are constructed in an ancient Dwarven style, and legend says the city has never been taken by a foreign force. Xi is ruled by a sovereign known as a Deska, whose position lasts only as long as the power to hold it; the seat often changes hands due to politics between leagues of merchants and powerful noblemen. Xi mints its own octagonal bronze, silver and gold coins; markets are officially open from dawn until dusk. Higher elevations of the city are occupied by the wealthiest nobles and merchants, but more dangerous streets lie below, prowled by thieves and slavers. Most nights the fighting pits of Xi are open, as competitors win or lose with their lives and spectators with their gambling coin. (*Prevalent Languages: Ugharish. Trade Tongue*)



Ilbria

The **Kingdom of Ilbria** has a mixture of ancestral roots in **Solnim**, **Aachea**, and the **Chaemi Lands**. Ilbria began the Fifth Epoch with a small population, and now sees sizable growth through expanding trade and commerce. The capital city lies at the intersection of traditional trading routes, yielding a variety of imports including semi-precious and precious gemstones and small amounts of silver and gold from the mountains. Copper and zinc are alloyed to produce brass. The King of Ilbria uses wealth to attract foreign mercenaries for hire: mounted lances from the **Horseman Highlands**, archers from the Chaemi lands, and even some Gnomish infantry from afar are used to supplement local forces. The kingdom’s wealth is spent liberally on an extensive intelligence network that warns the king of impending threats. (*Prevalent Languages: Solnish, Aacheish*)

Navan Hills

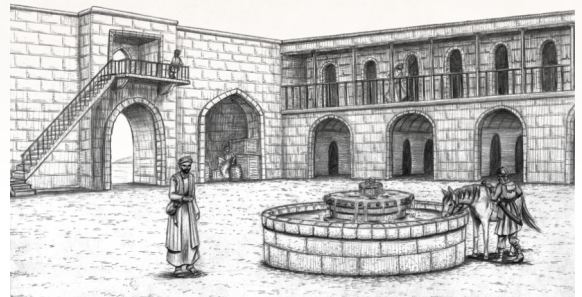
The **Navan Hills** are home to descendants of Gray Elves, slender with skin deeply tanned, light brown hair, some bleached blonde or yellow by the sun. Elves came to these lands in the early days of the First Epoch, and some have remained while others returned to the West. A number pushed further north, coexisting in cooperation with Men in sharp contrast to the fiercely territorial Wood Elves, who split from their kin during the Third Epoch. Navan Elves number some 20,000 or more, trading and cultivating, for in their hills there is still some lasting foliage and fertile land. They traditionally wear light, colorful silks imported from their northern kin. Relic Navan weapons are Elfin Steel, and some still exist, legacy items borne by clans for generations. In the present day, these are more often iron or steel with exotic horn or bone, bows fashioned of laminated bone, hunting arrows of volcanic glass and arrows for war of steel. Some Elfin light mail is in use, mostly in the form of vests and hoods with veils, lined with silk or sewn into silk coverings. The Navan Elves are practitioners of all forms of magic, but conceal it from the suspicious nature of their Mannish brethren. Nevertheless, their everyday use of the magical arts make concealment a nearly impossible task against anyone familiar with their society. (*Prevalent Languages: Navan Elfin*)

Delmatia

Delmatia is a region ruled by a council of four self-proclaimed kings, each ruling over one of the city-states: Mu, Ko, Io and Loparn. With populations between 75-90,000 each, the cities and their territories rely heavily on agriculture and trade goods, growing a variety of local roots and legumes which are exported. They also broker salt from the east into lands further west by ship. Mu is known for its history of politically astute kings, and Ko has close ties with the Selese. Io looks to the sea, and her ships and sailors call on many ports in the Aachean Gulfs, to the southern shores of **Vawn** and beyond. Loparn is most east, with the least defined territorial borders, but with the Headman of Gadera, a local nomadic tribe, paying tribute when Loparn calls. In Delmatia the practice of magic is not common, but the local people are more entertained than frightened by it. (*Prevalent Languages: Aacheish*)

Ugharet

The **Kingdom of Ugharet** is a large area, but one of the least populous in the east as a large portion lies within the Barabad Desert. The arid climate yields scarce crops and much food is imported from other areas. Main roads within the kingdom are tracks rather than hard-packed dirt, and the population is concentrated along the road stretching between the **Zul-Salar** salt flats and **Free City of Xi**; frequently referred to as the "Salt Road". There are six major towns along the way, which grow larger as one travels from east to west. About a day's march apart are *caravanserais*, roadside inns where travelers can rest from the day's journey. These establishments support the flow of commerce, information, and people along the Kingdom's main road by creating an inhabited tract, reducing the dangers of travelling through the desert. Caravanserais are built around deep wells, and have baths and storage to keep fodder for the animals. There are often shops for travelers to acquire equipment and goods, creating an ever-moving commerce. Outside of the traveled corridors, the land is sparsely populated. Groups of bandits sometimes roam close enough to raid traffic on the road but far enough away to be out of reach of regular patrols. (*Prevalent Languages: Ugharish, Trade Tongue*)



Zul Salar

The **Zul Salar Salt Flats** begin where the Salt Road ends at Urk, the easternmost settlement of the Kingdom of **Ugharet**. Beyond the town is the Zul Salar, blisteringly hot with cracked earth and few sources of drinkable water. During the summer months, the midday heat is lethal, forcing work and travel either during the evening or early morning hours. This area has been known for thousands of years as a source of salt vital for the population east of the mountains. Salt is greatly valued in the **Middle Kingdoms** for its use in preserving meats and other foods. As such salt is a valuable trade commodity; in some places, salt is worth its weight in silver, and used in lieu of coin. (*Prevalent Languages: Ugharish, Trade Tongue*)

Chaemi Lands

The **Chaemi Lands** occupy a region governed by multiple factions, though it is considered part of Ugharet. A Gerent ostensibly rules the land, though much of the area is lawless. Natives of the Chaemi lands are nomadic, though small towns are scattered throughout the area to the south. The southern tip of the Chaemi Peninsula is

uninhabitable, for an ancient volcanic eruption has left a huge caldera of boiling mud and noxious gasses. Most access to the Sea of Patras is gained via the **Free City of Xi**. A cultural distinction of the region is that it is not uncommon for Headmen here to “adopt” a magician, who they care for but also control; the strength and ferocity of the magician is seen as a measure of the group’s wealth and stature. Magicians are encouraged to flaunt their status with manner of dress and adornment, and in some cases, a degree of showmanship and bravado. (*Prevalent Languages: Ugharish*)

Bal-Tegalmust

The **Bal-Tegalmust** is a region enclosed between high mountains and two deserts, isolating her two thousand-year inhabitants, the Taturaug. Taturaug are taller and thinner than most Men, with dark skin, large features and black hair. Society is a caste system of clan leaders, warriors, scholars, free-tradesmen, peasants and servants, and much of life entails tending to all varieties of livestock. There is a single mountain pass from Bal-Tegalmust into **Ilbria** for trade west, and the people also have long-standing relations with the remaining Elves of the **Navan Hills** to their north. Taturaug warriors often wear no armor, but instead a traditional tightly wound cloth, aggressively wielding stylized broadswords in whirling circular movements. For large skirmishes, long spears are common, as are atlatl and javelins, and use of reinforced leathers and covered shields as needed. Taturaug gender roles are affixed by unyielding customs; hereditary clan leaders are male, but passed on through the power of the clan-matriarch. Women practice song, dance and poetry arts that greatly differ from neighboring cultures. Provocative movements are frowned upon, however traditional dances are well-respected and highly desired for consorts and wives. (*Prevalent Languages: Taturaug or Navan Elfin*)

The Middle Kingdoms

Overview

The Middle Kingdoms include **Nyrudd**, the **Petty Kingdoms**, **Gallia**, **Vawn**, **Tronada**, **Parnim**, **Eliton**, **Holstein**, the **Forest of Dark Eves**, **Marabant**, **Burgauss**, and **Aachea**. The entire area consists of grassy rolling hills, with small patches of wooded deciduous forest, foliage and small sections of low mountain. By the last few centuries of the Fourth Epoch, The Middle Kingdoms had become the epicenter of the Mannish population. The region is a collection of countries adhering to strict codes of title, hierarchy, rank of royalty, servitude and fealty. Time-honored rituals of station are a central focus of life here, expressed in the vocations people take, taxes they pay, tributes, festivals and in the bannered heraldry displayed in every town and city. The castes of social class are evident throughout the region. Each country is divided into counties, and further baronies and lordships; the smallest office of formal governance acknowledged is Mayor. The region is highly homogenous, and only in specific areas is the presence of races other than Men tolerated. The Men here vary little in appearance, with similar light skin tone, brown and black hair and beard, occasionally a hint of fairer hair and eyes. Gnomes are seen in certain countries, more rarely Elves or Dwarves. Rural Hilfolk communities exist smattered throughout the Middle Kingdoms, rarely





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numbering any more than a few thousand; they are little-regarded by most Middle Kingdoms, except for common folk trading with them out of need. Magic of any type is feared by both the common people and the aristocracy across most Middle Kingdoms. When reaching Gallia, the Petty Kingdoms or Nyrudd this belief softens to a degree. The only practicing Magicians generally tolerated across the region are The Mages of the Burning Circle, a fraternity with formal hierarchy, rituals, designated guild buildings, and meeting houses. With this exception, the open practice of magic is usually forbidden, and unsanctioned acts can lead to beatings, imprisonment, and excommunication by the Circle.

Listed below are some brief descriptions by country. They appear in the general order of governmental power and influence that each country holds, from the most powerful to least.

Kalin

The **Kingdom of Kalin** is the largest and most powerful in the Middle Kingdoms. The king rules from the largest castle in the region, which sits centrally in the countryside amid fresh water streams from several directions. This stronghold has grown over the decades into a bustling city; a low outer wall contains its farmlands and trades establishments. Kalin's abundant iron mines afford her leverage, with copper also mined in significant quantities. The country's wealth is concentrated in the noble classes and there are few protections afforded the common folk. Vassals live and work land owned by nobles but often live at subsistence level, and it is a known practice for the poorest of farmers to sell their younger offspring. Kalin's well-equipped armies are led by noble lords and knights under a strict system of feudal obligations. Her forged steel is known for its quality and strength, commanding prices on par with Gnomish craftsmen. Kalin breeds some of the finest war horses found in the Middle Kingdoms. Gnomish mercenaries and engineers complement the army. Kalin's navies are almost non-existent, however. In most of **Kalin**, the open and unsanctioned practice of any magic is punishable by life imprisonment or death. (*Prevalent Languages: Kalish*)

Three Dukedoms, the Duchies of **Von Holstein**, **Marabant** and **Burgauss**, are satellites of Kalin, equal to other countries in the Middle Kingdoms. Each Duke is related to the king, constantly vying for his favor. The entire north and east of the region are under the constant threat of raids by Orcish tribes from the nearby mountains and Silent Lands. The king and his dukes regularly disrupt raids, and defeat incursions, else the area would face a greater Orcish threat. By the same token, without this constant need to fend off these threats, Kalin might very well overrun other countries in the region. (*Prevalent Languages: Kalish, in Marabant: Aacheish or Kalish*)

Vawn

The **Kingdom of Vawn**, one of the oldest of Mannish countries, situated on a coastal plain that gradually rises to gently rolling hills within the country's interior. Her industry is centered on a variety of agriculture and livestock, with small deposits of silver throughout the country's north. There are no indigenous goods of special worth, so Vawn is actively engaged in trade, on good terms with **Nyrudd** to the west and **Tronada** to the North. Vawn maintains skilled armies smaller and less well-equipped than those of Kalin, its chief rival, but is well-known for its ship-builders, sailors and marines. It keeps a strong navy with both ocean-going sailing ships and oared galleys which are an uncontested riverine force. **Eastport** is Vawn's largest city, the port which sustains much of Vawn's powerful navy. (*Prevalent Languages: Vawnish, Trade Tongue*)

Aachea

The **Principalities of Aachea** are a close-knit consortium of small nations with a long-standing fundamental belief in equal governance. As the oldest Mannish high civilization, each Prince traces lineage back to the original Mannish Kings who ruled the land. Each Principality is autonomous and has its own customs and laws, trading agricultural, manufactured and imported goods with the others. Princes come together annually where collective interests are decided; this has been a non-binding tradition for decades, but none act contrary to the common consensus, and in fact the economic burden of some endeavors is borne by all the nations. Aachea continues to resist the incursions of the **Kingdom of Kalin** proper as well as the **Duchy of Marabant**, but over the past decade has slowly seen its borders close in. Aachean land forces consist of light and heavy infantry, some siege weaponry and light cavalry. It maintains a powerful navy arguably greater than **Vawn's**, holding significant control over the Aachean Gulfs, and allowing for riverine insurgency to the west of Kalin. (*Prevalent Languages: Aacheish*)

Tronada

The **Kingdom of Tronada** is young, but the land is steeped in history. Primarily Mannish, it is almost equally home to the Gnomish people, with the largest Gnomish communities in the Middle Kingdoms. The Mannish population is concentrated in several cities located along the river flowing across the eastern portion of the country, and many make their homes in picturesque towns in quiet vales. The entire country is forested and the central portion contains a series of ridges and tall hills. Native people who would become Gnomes sought out this territory several hundred years prior to the kingdom's official existence. The country is known for manufactured goods of all types and materials of Gnomish craftsmanship. (*Prevalent Languages: Tronish or Gnomish, Trade Tongue*)

Nyrudd

The **Kingdom of Nyrudd** bears a distinctive relationship to its common folk: the first of the current dynasty, Sean I, was rescued from a military coup by a vast uprising of peasantry who spontaneously took arms on the charismatic crown's behalf. Sean I uplifted the leaders of these loyalists to his high council, thus beginning an enduring tradition of the nobility rewarding common citizens for meritorious service. Unlike other Middle Kingdoms, subjects in Nyrudd are protected under the law, and for three generations, the king has cultivated this legacy with a policy of charismatic populism. As a result, citizenry and aristocracy are known for the Nyrudd battle-cry, "*For good King Sean!*" while in service of country and king. People safely travel small dirt roads across the country, with the population concentrated around well-developed cities of the southern coast, which have cleaner water and street sanitation than seen in other nations: established social norms of *noblesse oblige* diminish the status of those nobles whose subjects live in squalor or hunger. Nyrudd's principal commerce is maritime. Nyrudd and **Vawn** are trading partners and military allies, and Nyrudd's armies deploy weapons and armors typical of the Middle Kingdoms, with medium armored contingents led by foot and mounted knights. A small but respectable navy operates from **Border's Port**, the nation's largest port city, the last main supply point for any ships heading toward the Raider Coast and the first for those heading eastwards. (*Prevalent Languages: Nyrish, Trade Tongue*)



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Gallia

The **Kingdom of Gallia** is a rolling grassland culturally severed from the Middle Kingdoms and influenced from afar due to trade routes including the Great Dwarven Road. Gallia straddles three navigable rivers, which function as borders, but travelers pass freely across them with varieties of goods. Gallia is known for its apple groves, grown for eating, baking and making fine ciders; it trades with **Azony**, but does not acknowledge the **Petty Kingdoms** as states, and is wary of the **Seven Cities**. Gallians aspire to be a superior society, focusing on study, craft and fine arts, and cultural interests yield many commoners having a basic literacy. Wealth is concentrated in the hands of the upper class, with the remaining population craftsmen, farmers and laborers. The king claims to trace his lineage directly to the heart of **Aachea**, and also to have the longest history among the Middle Kingdoms. Dueling is a common practice among the wealthy, and there are very skilled duelists who remain unchallenged in this art. Gallia buys finer arms and armors for a noble land force, rather than the heavier horse and foot as seen in other Middle Kingdoms. Gallian armies are largely made up of peasantry armed with forks and pruning hooks, with proportionately few nobles and knights leading them. (*Prevalent Languages: Gallish, Literacy: Gallish*)

Forest of Dark Eves

The **Forest of Dark Eves** (*pronounced eev-z*) is a 200-mile wide area just north of the Middle Kingdoms, dense with trees and flora. Its wildlife is native to lower forested mountains and forest lowlands. Within the forest is an area known as **The Deeping Vale**, where a settlement of Wood Elves maintains a foothold. The Elves are well protected by the natural ecology and, having been in the region for far longer than Men, know the land far better. Several conflicts have occurred between **Eliton** and the Elves, though largely both stay clear of each other. The total Vale Elfin population is unknown, but believed to be well into the thousands, ruled by a powerful Matriarch who wields elemental magic. It is known that any area of the forest not controlled by the Elves is dense with wildlife and hostile creatures. The Elves will at times send an emissary on a trade mission with the Dwarves north of its border, or on rare occasion, **Burgauss**. Relations with both Eliton and **Holstein** are quite tense. (*Prevalent Languages: Vale Elfin*)

Parnim

Parnim is a small Kingdom which maintains relations with **Eliton**, **Gallia** across the river, and **Tronada**, with whom it has its closest dealings, to its south. Parnim shares in the benefits of trade as merchants and travelers make their way from the Dwarven Road to the north. Parnim is also known to acquire Gnomish-made goods, armor and weapons from communities in Tronada. The country is currently unthreatened due to its geographical and neutral political situation. It maintains a very small standing army and some cavalry, though is well-armed with materiel comparable in quality to **Kalin**. It remains to be seen what might happen in the event of a neighboring threat, as the Parnimese are yet untested in armed conflict. (*Prevalent Languages: Tronish*)

Eliton

Eliton is the smallest kingdom in the region, barely 100 miles east to west. A developing agricultural nation, the king holds limited power over the counties. The country currently owes debt of fealty to **Kalin**, as in the recent decade a brief dispute with a hot-headed Elitonish Lord was ended with a decisive victory led by a Count in service of Duke **Von Holstein**. Trade has since been restored and considerable revenue is collected from Elitonish merchants. Such merchants often travel across the Duchy as a means to reach southern Kalin or as far as The Eastern Kingdoms. (*Prevalent Languages: Parnish or Kalish if recently raised in Eliton*)

Petty Kingdoms

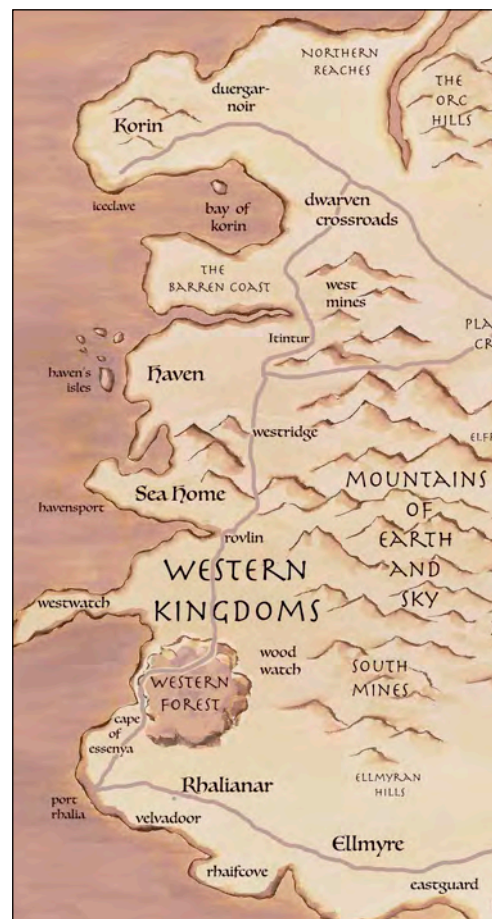
The **Petty Kingdoms** received their moniker not only due to their comparative size but how their internal political matters are viewed by neighboring states. The region has limited natural resources, made up mostly of farmlands, plains and light woods. Fiefdoms rely on the ability to create trade agreements with neighboring countries, but compete with each other. Two benefit from their border with the river to the east, subject to the wills of those they trade with. The ancestral roots of nobility here connect to four royal bloodlines, locally referred to as *Houses*. Contests among them led to problematic political states over time; nobles had many children, who in turn continued this practice, reducing land divisions into shrinking parcels over generations. The power of the nobles diluted, as they were great in number but each with few assets to leverage. Kin competed for claims to high title and abandoned the laws of primogeniture. As a result, titles do not pass naturally to the eldest kin. If a noble does not declare the next in line to his station, thus stepping down, the title remains unclaimed upon death. Contests of title claims, political power, and other matters of allegiance plague the region, leading to constant skirmish conflicts over limited resources - the area's internal borders are constantly changing. The Petty Kingdoms deplete their resources as quickly as they acquire them from beyond, leaving the region in a dynamic but ungrowing state. (*Prevalent Languages: Nyrish or Vilmirish or Tronish*)

The Western Kingdoms

Overview

The Western Kingdoms include **Korin**, **Duergar-Noir**, the **Dwarven Crossroads**, the foothill regions of the **Mountains of Earth and Sky**, **Itintur**, **Haven**, **Westridge**, **Sea Home**, **Rovlin**, **Westwatch**, **Woodwatch**, the **Cape of Essenya**, **Rhalianar**, **Ellmyre**, and **Eastguard**. On these western shores lay some of the most civilized areas of the continent. It is a coast where territory between Dwarf, Man, and Elf are clearly delineated, but relations between the races remain strong, enduring, and all but unbiased. Each region has natural resources to offer the others, making trade routes north to south by land and by sea abundant. The far north is quite cold, covered in snow for much of the year, and the south lush with green fields and great forests. The mountains are covered in forest, with some of the highest white-capped peaks on the continent. Rolling grasslands give way to low hills rich in vegetation, and in some parts the coast rapidly drops off to a cliff-edged sea. The mountains are home to all manner of metal and mineral deposits, including precious metals and gemstones. Architecture in each region displays craftsmanship of the Dwarves and Elves.

Most Men of the region regard the Gray Elves highly and mimic many of their ways, learning from them and emulating their culture and crafts. Across the vast coastline of sparsely placed cities and towns the countryside's farms sit in close proximity, usually concentrating the population within a day's march. Cities are within easy reach of the common farmer, and citizens can as easily seek fruit, vegetables or





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livestock as desired, leaving vast tracts between civilization. Where the Mountains of Earth and Sky reach their peaks, thousands of square miles of uncrossed lands are an attractive home to fell beasts, with the exception of the noble but nearly extinct Peryton. Orcs from the mountains drift into these regions, as do Ogres, Gekkons, and shy Narada. In the north, it is known that there are Cyclops who remain inland, though they are reclusive and avoid contact with the races at all costs. The high mountains also hold mountain cats, bears, and the dominant predators: Reavers and Manticore. It is for this reason that many of the areas of the west are under the watch of a clan, guard, order or faction. Vigilance is required to keep the civilized areas safe, and many act serving this goal, as the west is the last vestige of the civilized cooperation among the great speaking races.

The west is home to all forms of magic, which is practiced openly. Dwarven society is fertile with Symbolism and the more difficult practice of Sigils, and Earth and Fire Elementalism are also well-known. Men often study Wizardry, with colleges and guilds of Wizards of all types. Gray Elves practice much Elementalism and Wizardry, and Mystics of the Water and Life Elementalism pass on traditional rituals to any who show promise.

The descriptions of the areas below are grouped from north to south, as while all the races intermingle readily, the racial political governance is concentrated southwards from Dwarf, to Man, to Elf.

Dwarves of the West

The northwestern corner of Domum is the greatest settlement of Dwarven civilization. The large structures are identical to their ancient Dwarven counterparts found in eastern lands; stone buildings, passes and bridges, and engravings abound. The Great Dwarven Roads are known by all, wide enough for large oxen-wagons to pass each other with neither needing to yield way. Dwellings are always made with great care, even by those of humble means; simple wooden homes that display careful craftsmanship. Nearly all settlements are fortified in some way, from earthen ramparts or log palisades to walls of solid stone that are tall and thick. The northwest is rich in mineral deposits, metals, and both hard and soft lumber trees. Life for the Dwarves of the west is utilitarian, and all have a role in the community unless they are unable; manufactured items are exported east and south in exchange for grains, fruits, vegetables, seeds and plants. The mountains and plains have ample wildlife to be hunted, and the seas are plentiful of fish to be harvested. Dwarven women experience conflicting values within Dwarven society: they are seen as equals in all instances of station, commerce, governance, trade, craftsmanship and even warfare, but are also revered and highly protected. The Dwarven population has dwindled over the years, and many desire to see men work and women to bear as many children as possible, yet Dwarven women die in childbirth more often than any of the other speaking races. For Dwarven women of aspiration and drive, these expectations can lead to odd treatment. To outsiders it seems women are treated as though they cannot fend for themselves; and to any Dwarf, this is a great insult. When Dwarves take up arms, they suit themselves in the heaviest armors available, layers of mails and plates. Even the common soldier's armor will be of excellent craftsmanship, with decorative engraving; axes, broadswords and pole weapons are favored, but they will use any deemed practical and effective. Dwarven armor is hard to come by in other regions, and the prices are often beyond even lesser nobles. While formal rank is always honored, Dwarves tend to fight under a clan banner. In the Fifth Epoch, though, it is uncommon to see more than a company or so of these fearsome contingents, who are well-known for the ability to defeat forces several times their number.

Korin

Korin is the last true Dwarven Kingdom, and has existed since the earliest days of Dwarven tribal existence. While rulers of other Dwarven regions in Domum are known as Thanes, loosely translated as ‘Clan’s King,’ all ultimately bow to the King of Korin, a lineage lost through migration and armed conflict. Korin is now ruled by a Regent, who serves until the true monarch is found. The Regent, as any Thane, is appointed through an organized meritocracy, which can have as much sway in such a station as one’s own natural heritage. The Regent rules all the Dwarven lands in the west, and claims the mines containing vast mineral resources used to craft the finest materials the world has ever known. Dwarven communities in Korin focus on fishing the seas, manufacturing goods, and importing agricultural products from the southern Men. They build large barges for trade, which sail from their port of Iceclave, the southernmost point of the Bay of Korin. Inland communities mine precious minerals and stones, preparing them for internal use or export as trade currency as needed. (*Prevalent Languages: West Dwarven, Western Mannish*)

Duergar-Noir

Duergar-Noir is a large stronghold ruled by a Thane. This walled community serves as a barrier against Orcs roaming the Northern Reaches, and breeding in The Orc Hills across the wide river inlet from the frozen north. Dwarven military strength is more visible here than in any other part of Domum, with soldiers bearing heavy mail and plate armor in axe, broadsword and pole arm contingents. Within the Northern Reaches, now home to Orcs, lies Dwarven ruins stripped of their treasure, remnants of earlier epochs. Duergar-Noir also means ‘Honored Protectors,’ and for several hundred years this name has been conferred to those Dwarves who have demonstrated selfless service and valor to clan and country, regardless of where they may reside. To other cultures familiar with the custom, this title is considered equivalent to Lord-Knight. (*Prevalent Languages: West Dwarven*)

Dwarven Crossroads

The **Dwarven Crossroads** is another Thane-governed region, and the small settlements within are charged with protecting trade to the east and into the **West Mines**, which is also under his governance. Dwarves here maintain relations with the horseman of **Caliphir**, who also hunt orc incursions into the plains. Life for Dwarves here is simple, as duty to the clans is clear, and they rely heavily on traders and caravans of supplies in all directions to sustain their insular lives. (*Prevalent Languages: West Dwarven, Caliphish*)

Mountains of Earth and Sky

The **Mountains of Earth and Sky** are often seen by outsiders as governed by the Dwarves, but this is largely incorrect, as these mountains, with the highest peaks in all of Domum, have rarely been traversed by any speaking race. However, Dwarves maintain a network of foothill mining communities throughout the north and northwest edges of this range. Mining settlements here feature above-ground structures. The Thanes and their Dwarf-Lords (the common equivalent of Barons) trade with communities both west and east of these mountains, including the area of Elfridge, first named by the Dwarves for their first contact with their settled neighbors. These communities are scattered as far as the edges of the Elfin kingdoms to the south. (*Prevalent Languages: West Dwarven, Gray Elfin if west of the mountains, or Gold Elfin if east*)



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Men of the West

Along the western shores of the continent lie two great kingdoms ruled by Men, including several principalities. The kings here rule civilizations which mimic the ways of the Gray Elves, as can be seen in their traditions, garb, styles of weapons, armor and horsemanship. The land hosts a variety of agricultural resources, and strongly benefits from Dwarf and Elf trade, which passes through in good volume. Western Men's distinctive culture yields its relatively flat social hierarchy, as respect is paid for people of all stations and gender.

Ancestors of the Men settled here came from what is now **Aachea**, following Dwarves and Elves west. The western civilizations are far less formal in structure than the Middle Kingdoms; knights exist not as individuals, but as members of orders with a sworn purpose or fealty. Western society holds the wisdom of the longer-lived in particular esteem: there is always a useful place for elders, and a royal's eldest offspring will be heir to the throne or other ruling position only when reaching the age of 21; if this condition is not met, the king's eldest kin serves as King's Hand until the offspring is considered sufficiently mature to rule. Despite lesser differences in caste, commoners in the west still know their place, and the aristocracy certainly hold wealth and power, though the region is largely seen as less brutal and exploitative than some other Mannish kingdoms.

Haven

The **Kingdom of Haven**, originally a Dwarven land in the Second Epoch, was named for where the Cyclops first landed and encountered the Dwarves. The surviving historical architecture is built on the same grand scale as in the north within **Korin**. Haven is now home to the highborn Mannish civilization who first migrated here, with four distinct seasons and plentiful fresh water running from the mountains, supporting seasonal agriculture. Horses bred here are large and stout, excellent for pulling heavy loads as well as war. Short, thick-haired cattle and sheep are also bred here and exported to close neighbor states. Communities about the land rely on travel south by land and sea for importing goods. Havenfolk are excellent craftsmen who pursue their crafts for life, and their workmanship is known and well-paid throughout the region. Throughout Haven both genders hold positions of governance, influence, law enforcement, commerce and other influential stations. Haven keeps a small but well-armed army who don armor of superior steel, both mail and plate. Favored weapons are swords, bastard swords, long spears and longbows. They have a small naval fleet, whose sailors are trained to act as marines. (*Prevalent Languages: West Mannish*)

Itintur

The **Principality of Itintur** has only a fraction of the population seen in most principalities. It is ruled by the younger brother of the King of Haven, the Steward-Prince, as the king's sons are yet 14 and 17 years of age, the latter being the Crown Prince. Itintur is seated between the Barren Lands, low rocky hills and the open plains of western Haven, and its primary natural resource is leafy green and ground vegetable agriculture. Its communities count on imports from the king's lands as well as trade with the Dwarves to the north, who welcome the produce in exchange for crafted goods. Itintur is the most culturally divergent among Men of the west, as it has kept close ties with Dwarves for many decades, adopting some Dwarven traditions. Itintur helps guard the road north into the Dwarven regions. It employs infantry and light cavalry with lance, excellently mailed dragoons as a main force, with broadswords and various axes being favored weapons in this region. Its dragoons are excellent mountaineers. (*Prevalent Languages: West Mannish, West Dwarven*)

Westridge

Westridge is the second principality of Haven, under the rule of the king's elder cousin, a Count by title. Westridge is a collection of wood-fortified hilltop strongholds, each a Lordship, responsible for cultivating their agrarian communities and maintaining their own armed contingents. The Lords actively report to the Count, and when they are in need of supply the Count uses his influence to acquire what is needed from the king or otherwise. Military composition is light and heavy infantry, both afoot, as well as on horse with sword and shield, long spear and longbow. (*Prevalent Languages: West Mannish, Trade Tongue*)

Sea Home

Sea Home is a kingdom originally part of Haven, with the same legacy of Dwarven architecture which bears the scars of age. To the southeast there is a plateau on which an elaborate stone circle has stood since time forgotten, as the Men of Sea Home know nothing of the land's ancient history. The Mannish population here became too large to govern about a century ago, and so Sea Home became a nation unto itself. The country shares in Haven's culture, people, laws, character and political inclinations, though the people rely upon the sea far more for their livelihood. Shipbuilders here are superior to any Men in other parts of Domum, and the nation maintains only a small land force, spending its gold on its small but powerful navy, which emulates the ship designs of the Elves. These ships can be seen in the Capital Port-City of **Havensport**, deep with long stone piers and tall stone lighthouses. Sea Home is mountainous, with sparsely placed thickly-forested regions, building its navy into a growing force, and regularly replanting the forests naturally and with the use of Elemental magic so they may remain fertile for future use. (*Prevalent Languages: West Mannish*)

Rovlin

The **Principality of Rovlin** is the southernmost Mannish state, ruled by the second offspring of the king and queen of Sea Home. Governance in Rovlin lies largely in the hands of local lords, with royalty called upon only in matters of significant interest. Rovlin's community was built on mining copper and nickel deposits from the foothills of the mountains, which it uses domestically as well as for trade. In the previous century, the Rovlinese people began adopting the spiritual beliefs of the High Elves; the dominant premise of these beliefs is that the universe is a single entity and that all beings are part of it. Now becoming a Mannish religion, the Holy Order of Knights Rovlinar pay homage to what they believe to be the one true god. They obey a strict code, bear no fealty to any lord, never take a station except for the title of knight. Chaste, they hold only that property required for their duties, and believe all people have equal rights. In the recent decade, several knights of the order have been seen in parts of the Middle Kingdoms, their golden sun emblazoned on a bright red field visible from some distance. (*Prevalent Languages: West Mannish, Gray Elfin*)

Elves of the West

Wood Elves populate many regions across Domum, but Gray Elves are concentrated near the southwestern shores of the Western Kingdoms. The true Gray Elfin King and Queen left Domum two centuries ago, withdrawing with their immediate kin to the Spinward Isles. Their extended family houses maintain sovereign rule of the Elfin nations. While the ruling Elves each have their own royal title, the highest stations are still often referred to by outsiders as 'King' or 'Prince', and after generations of attempted correction, the Elves have simply come to accept this inaccuracy for the sake of good relations. The exception to this are the Dwarves of Korin, who respect the exactness of the Elfin title as they would their own. Gray Elfin architecture is reminiscent



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of ancient Epochs: tall buildings with narrowing floors as one climbs upwards, creating a triangular shape with curved features which appear to blend with the landscape surrounding them. Communities concentrate into well-developed towns and cities with excellent sanitation and well-ordered sectors. Each has agricultural lands close by which make the most of the natural resources, making each community essentially self-sufficient. Through the toils of long-term cultivation over the years and the use of magic, Gray Elfin agricultural lands are some of the most productive per parcel in all of Domum. Royalty in this region have elite forces as compared to other parts of the world, though quite small by the same comparison, as the Elfin population is sparse compared to the size of the land. Elfin workmanship and steels are in common use with unmistakably-styled weapons, their fine mail and plate armors of quality steel or Elfin Bronze topped by helms with rear-mounted horse hair plumes connoting rank. This is also where the greatest Gray Elfin steeds may be found, riding, racing and war breeds which are some of the largest in Domum, their riders in white-iron. There is a contingent of Elfin navy which is reminiscent of older times, these ships are sleek, elegant and the fastest known on all the seas. Elfin mariner's bronze, prized for its resistance to tarnish, is used by many sea-faring folk across this countryside. In the most recent decades, some Gray Elves have begun to migrate into **Azony** and **Vossmyre**, the **Golden Forest**, and to **Forest Tarragut**.

Rhalianar

Rhalianar is the largest Elfin Kingdom on Domum by area, where the Elfin people first settled and the king last ruled. The area has tall grasses, an eastward visage of mountains splitting a blue sky, and the thick forest of its north bustling with wildlife. It is now ruled by the High Marquay, a distant cousin to the ancient king. Rhalianar's economy is small and mostly agrarian with all manner of naturally grown foods and grains, and manufactured goods concentrated in her cities. The Western Forest is named by other races. Split by the Old Road, it is home to hard and soft woods, many flora and large and small game alike. **Velvadoor** and **Rhaifcove** are port regions where traders coming from the East may pass. Velvadoor is named after an Elf-warrior who once gained the king's favor, the first of the *Velvadeem*, the "wandering Elf-Knights" skilled in both sword and magic. Rhalianar maintains a small but elite army which uses the best Elfin steels available, fine mails, ornate plate, and exotic-looking swords. Cavalry horse breeds are excellent, and brilliant naval ships operate from **Port Rhalia**. Rhalianar would perhaps be one of the greatest thriving nations on Domum, if it were not for a population already too small for its own borders and further receding into the seas west as the decades pass. (*Prevalent Languages: Gray Elfin*)

Essenya

The **Cape of Essenya** was named for the Elf-Queen Essenya Malantraea, who led her houses against dark forces after the Cataclysm. This small coast was loved by her, and was her residence when not ruling from Port Rhalia. The Cape is now a body of coastal settlements, each controlled by a Governor who tends directly to the Marquay. The Marquay maintains a tradition of small settlements welcoming trade, and many Men and Dwarves bring goods along the coast, then purchasing Elfin exports, especially timber. The Cape maintains only localized militias following a traditional Elfin service period of 10 years by young adults; officers are recruited from surrounding areas, usually service veterans who have retired some time before. It employs only those weapons and armor friendly to the seas, including Elf-treated leathers and Mariner's bronze. (*Prevalent Languages: Gray Elfin, Western Mannish or West Dwarven*)

Westwatch, Woodwatch

Westwatch and **Woodwatch** are two counties originally born with the same purpose: to guard the northern corners of Rhalianar after the Orc Wars, fought by Elf and Dwarf kin centuries ago. Westwatch sits at the tip of the peninsula upon rocky shores jutting out from the sea below, nearly impossible to scale. Controlled by a High Elf-Lord – in Mannish terms, a Count – the stronghold overlooks a small town where animal farming and fishing are the main tradecraft. Woodwatch, though small as Principalities go, is ruled by a young Viceroy (akin to a Count, with lesser status) who has shown prowess in military strategy. This community of towns is self-sustaining through agriculture and mineral mining, though the latter is limited by Gnomes who control the South Mines. Neither of these two regions employ cavalry. Westwatch maintains a contingent of lightly armored soldiers all equally trained in spear, sword and longbow, a requirement for enlistment. They have a reputation for traveling the natural lands faster than others expect. Woodwatch keeps its garrison of troops well armed with the finest mails, and employs more shieldmen and shieldmaids than any other area of the Elfin Lands. (*Prevalent Languages: Gray Elfin, if from Woodwatch also Trade Tongue*)

Ellmyre

Ellmyre is the second kingdom of Gray Elves, ruled by an Elf-Leader titled the “Marquay’s Sovereign”, but seen as a king by most outsiders. Ellmyre is a beautiful land, rich in agriculture and livestock, well-traveled by people from the west as well as from ships which land at her shores. In Ellmyre, it is said that the sunsets are the most colorful, and that Domum’s two moons shine brightest over her. Her people have the highest regard for the lands, caring for them with great precision. Ellmyre is known for its excellent Elfin Way feed, and Way bread which can be flavored to the tastes of each race, as well as mineral deposits from which the Elves craft their famed alloys. Ellmyre keeps only a small, sharply trained and well-equipped army; it makes it a priority to ensure that the Elf-Lady of Eastguard is supplied and supported by whatever means necessary. The Ellmyran Hills are named for their unique spiral-like formations, resembling Elfin architecture. They are ungoverned, wild and entirely unsettled, teeming with both natural and unnatural beasts. (*Prevalent Languages: Gray Elfin*)

Eastguard

Eastguard, a county governed by an Elf-Lady (in Mannish terms, a Countess), is a community built around an Elfin stronghold. The Elves here work to grow what is needed to support the stronghold, and the Elf-Lady in turn ensures them protection. Eastguard maintains a small merchant port, the single stop east or west when sailing the Raider Coast, a journey lasting from 15 to 30 days depending on the weather. Eastguard keeps vigilant watch over the Forest of Forbidden Dreams, as many believe it will be a threat in the future. She sends patrols across the northern edge of the forest, a land considered by **Vossmyre** and **Vilmyre** to be under Elmyrish rule. The forest is deemed absolutely forbidden, and no one is allowed near it. Eastguard has a reputation for being especially hospitable to magicians. The Elf-Lady is herself a magician and magic is employed as part of the armed contingents here. However, movement is closely restricted for travelers, who are limited to the merchant quarters and inns close to the docks. Eastguard forces are small in number, and remain on high alert, with excellent armor and weapons of Elfin steel and craftsmanship. (*Prevalent Languages: Gray Elfin*)



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The Settled West

Overview

The “Settled West” refers to regions too remote to be part of the Middle Kingdoms, and yet not part of what is deemed the Western Kingdoms. The locations of these areas vary widely from north to south, as do their ecologies.

The regions described below are presented by geographical grouping. In many cases, this is indicative of their interrelations and local customs; in some descriptions, related regions are grouped together.

Vossmyre, Vilmyre

Vossmyre and **Vilmyre** are often referred to as “the sister-kingdoms”. They share a history of settlement centuries ago when Man and Elf fought against the legendary evil race known as the Serpenti, who eventually retreated into the Forest of Forbidden Dreams. Few people settled in the aftermath, and both Kingdoms are now under Mannish rule. Populations are mixed; Vossmyre with some Gnomes and Gray Elves, and Vilmyre mostly of Men, with a smaller population of Gnomes and Hilfolk. Both countries have mild and warm climates, with yearly rains sufficient for citrus groves, melons, berries, and winemaking vineyards. Grapes are exported from Vossmyre to **Arocora**, where Gnomes craft fine fermented drinks. Over 90% of the Kingdoms’ inhabitants lie north of the Great Dwarven Road running east to west, with settlements every 2 days’ travel by foot for resupply and rest. The southernmost edge of these lands is yielded to the **Kingdom of Ellmyre**, for over a day’s march from the forest is patrolled by the forces of **Eastguard**. Vilmyre-Nyrudd relations are quite close, and both regard the **Middleway Passage** region as a key strategic area. Vossmyre has close ties with Arocora, and is an ally in guarding its southwest from tribes of orcs chased by the neighboring Dwarven Thanedom. Vossmyre boasts greater access to iron and its army uses more mail and sword, while Vilmyre uses a greater variety of reinforced leathers, footman’s spears and archers. Neither country has a standing navy, and skills involved in maritime tradecraft here are nearly non-existent. (*Prevalent Languages: Vossmyrish or Vilmirish respectively*)

Azony

Azony is considered by many to not be a proper kingdom at all. Situated in a small region separate from other settled lands, it is ruled by a self-proclaimed Gray Elfin king, populated by a nearly equal mixture of Man, Elf, Gnome, Dwarf and Hilfolk. Azony is agricultural, circulating trade between two cities and five towns, with trade routes leading west to **Arocora**, northwest to **Forest Tarragut**, and eastwards into the **Petty Kingdoms**. The population enjoys great autonomy and a bustling import and export economy. Far enough from the concerns of any of the surrounding nations, Azony is largely left alone, but has internal challenges it has not yet overcome, as with such a mix of inhabitants, the politics of its people is at the forefront of local life. The second most powerful noble is the Baroness Tundrell, whose influence over the region is evident. Towns and cities in Azony each maintain their own local land force, with companies clearly racially delineated, and arms and armor provided as each can afford. It is unknown how Azony would respond or unify as a nation if it were faced with an external threat. (*Prevalent Languages: Vilmirish or Gnomish or Gold Elfin, and Trade Tongue*)

Arocora

Arocora is the sovereign Gnomish city-state northwest of the Lowridge Mountains. Gnomes can be found almost everywhere on Domum, except the western coast and on the shores east of the Dragon Lakes. Arocora is home to 250,000 inhabitants, 70-80,000 of these Gnomes, the rest mostly Men, some Elves and Hilfolk. Arocora was where the clans of the *great revival* (called that only by the Gnomes themselves) first splintered off from Dwarves and formed the Gnomish culture. Many armed conflicts took place near the South Mines, and the area is still filled with memories of the blood of kinsmen. North of the Lowridge Mountains and into **Azony**, scuffles between Dwarf and Gnome are still regular, though serious injuries are quite rare. Arocora controls the western portion of the Lowridges to the border of **Vossmyre**, Valley Deep, and part of the South Mines. Here there are many mineral deposits, as well as iron, copper and nickel. The Arch-Governor maintains trade relations with **Azony**, **Forest Tarragut** and a number of far-off nations. Arocora is well-defended; Gnomish troops don heavy plate, pike, broadsword and crossbow. With great craftsmanship, the ability to adapt, and focus on importing and exporting, Arocora is one of the wealthiest areas per-citizen across Domum, with prices being substantially higher than others almost anywhere in all the lands. (*Prevalent Languages: Gnomish or Vossmyrish, Trade Tongue*)

Golden Forest

The **Golden Forest** is considered part of the Settled West due to its political affiliations. It has the largest population of Wood Elves within 75,000 square miles of the forest proper, large enough to be home to both race and beast. The forest is named for a species of tree which bears a sweet golden-yellow fruit for a brief time only every several years. The northern forest is divided into two other Principalities, **Westwood** and **Wold**. Each is home to thousands of Elves by itself. Life here is based on hunting, trapping, and forest cultivation, and many fresh water streams run through from the mountains. Elfin dwellings are built on the ground, stilted and in some parts within trees suspended several ladder climbs above the earth. The Elves cultivate the forest as they take from it, so there are fruits plentiful all year, berries in particular, which are exported in high production seasons. The Queen-Matriarch maintains distant relations with select few Lords from the Baronies of the Point, and the Dwarves of the **Plains Crossroads**, but it is clear that the Elves generally wish to be left to themselves. Rarely, there is trade between Wold and the Men of **Seska** during times of great need. The Elfin archers from the forest regularly extinguish Orcs which wander from the habitats between themselves and the Dwarves to the west, as these archers are among the best ever seen, and the bows and arrows crafted here are of unsurpassed quality. Elemental magic is prevalent in this society, but other magics are also known by many. (*Prevalent Languages: Gold Elfin, Trade Tongue; in Westwood, West Dwarven; in Wold, Seskish*)

Tarragut

Forest Tarragut was named decades ago by the locals after the first Mannish Headman to settle the open area to its east. While rule of the region has evolved, the name has endured. The forest has a mixture of tree species and foliage, with several thick streams originating from the mountains, which break into smaller water veins throughout. Tarragut is inhabited by a number of clans of Elves, some Gray and some Wood. Gray Elves tend to clear lumber in parts of the forest, though not to a great extent. Wood Elves here live a more nomadic existence, roaming from location to location. Nevertheless, unlike in other situations, there is little tension between the two, as the Gray Elves who migrate here often do so with a desire to leave the life of the west. Similar to their Elfin brethren in the Golden Forest, Elfin archers from this region are second only to their kin just north. (*Prevalent Languages: Gold Elfin or Gray Elfin, Trade Tongue*)

The Northern Kingdoms Overview



The area known as The Northern Kingdoms includes **North Point**, **Lakeford**, the **Forest of the Navan**, **Sylvan Passage**, **Eastreach**, **Dwarves Toll**, the **Eastern Mines**, the **North Peaks**, the **Baronies of the Point**, the **Seven Cities**, and **Trader Coast**. The region surrounds the vastness of the Dragon Lakes, extending eastwards. As one passes the mountain ridges north of Dammarra or through Dwarves Toll, the temperatures become noticeably colder. Icy winds from the north travel six hundred miles across mounded plains, settling on the waters of the lakes, bringing frequent impenetrable fog, a tactical delight of pirates. The lakes are so large the opposite shores cannot be seen at most points. People sail them with goods from all directions, and fresh-water fishing is plentiful with species found all the way to the briny estuary that lies south of the Gryphon Peaks. The Northern Kingdoms are populated most by Men, while Dwarves and Elves live in specific areas throughout. The Men of the "*the grey, grim north*" are fair skinned but black of hair, and it is customary for the males to wear beards. The women in this region are known for their tall stature, near that of the men, and in the kingdoms south of the lakes it is common to see them with elaborate braids woven with decoration. The Men of the Northern Kingdoms claim no kinship to those who live in the Far North, whom they view as loud and uncouth.

The buildings seen south of the lakes are typically of hard lumber and thatch or slate roof, with buildings of great importance built for more permanence. The people who have migrated from other lands northward have, with only a few exceptions, abandoned much tradition and ritual in service of the need for survival. Their languages and dialects are simple, as are their conventions and ways. Even the names they give their lands, their homes and themselves are representative of the sweeping change of the Fifth Epoch. Mercenaries and bandits are common, as is slavery and bloodsport, a profitable means to earn freedom should slavery be one's destiny. This is occasionally true for magicians as well, who have been seen in "*the pits*" on occasion. In all of the north, the studies of darker arts flourish, and embodied spirits, hauntings, and tombs of undead guardians are more than just chilling stories. The region is ever-mindful of mysterious Windgrass, never fully settled and since the Third Epoch covered in an icy, fell air, with inexplicably cold winds and sudden fogs which roll forth all year. Any who wander to these parts are neither seen nor heard from again.

The descriptions of the areas below are presented in order from the most to least developed.

North Point

The **Kingdom of North Point** is the most civilized of the Northern Kingdoms, with a renowned king and queen. The princes enforce laws, collect taxes, and protect shores, while their princesses are advisors and ambassadors to nearby states and are closely protected, for most in the north take unkindly to women of station. North Point's rich soil breeds a strong agricultural economy of seasonal root and ground vegetables: beets, cabbage, sprouts, carrots, radishes, and potatoes of all sorts. Various livestock, well-fed on fodder, are bred and exported south. Neither slavery nor pit fighting are practiced here, though household servants both indentured and retained are common. Their army uses reinforced leathers and mails, with spears and round shields or two-handed axes. Little cavalry is used here, reserved for nobles and captains, as horses here are bred for work. North Point keeps a respectable fleet, protecting trading in the south Dragon Lakes as far west as the **Trader Coast**. (*Prevalent Languages: Normannish, Trade Tongue if the character is not Dwarven*)

Lakeford

The **Principality of Lakeford** is ruled either by the eldest prince of North Point, or by the king's next eldest kin. Its oblong territory stretches east to west, spanning the south of North Point to the shore of the Dragon Lakes. With a culture mirroring North Point, it can be difficult to know when one has crossed from one region into the other. The populace here live by farming and breeding sheep, goats and cattle for food and export. The nobles' primary responsibilities include maintaining trade routes and relations with the Dwarves and Men of **Eastreach**, as well as protecting the southern border, as there are frequent skirmishes with bandits and incursions from the despots of the Seven Cities. Since those lands are full of mercenaries and bandit groups looking for work, as well as occasional slavers looking to build inventory for the fight pits, Lakeford's small professional army is kept at the ready. (*Prevalent Languages: Normannish, Trade Tongue if the character is not Dwarven*)

Forest of the Navan

The **Forest of the Navan** is made up of both hard and soft woods, leafed throughout the bitter winters providing protection - some thought to be unnatural - against the elements of the north. Navan Elves are not Wood Elves, but descendants of Gray Elves who remained after most returned westwards. In Elfin, 'Navan' means 'enduring and everlasting,' referencing their long history. The Navan have dealings with their Mannish neighbors on all borders as well as the shores south, and particularly long relations with the Dwarves of Eastreach. Town-sized settlements lie within the forest and without, with those along the shores having many Men within. Communities practice diverse agriculture and build homes of wood, some particularly resistant to the elements. Communities are self-governed by ruling family houses dating back to the Third Epoch, who all serve the Matriarch, 'The Sovereign'. The Navan do not make war, but have the ability to make excellent steels, though iron and other precious minerals are uncommon in the region. They use Elf-treated composite and reinforced armors, and fine mails when available, with weapons resembling the styles found in Rhalianar. Navan magic is quite powerful, and they retain many artifacts and magical items of the older days. Minor magic items are brought by merchants from the Navan to far reaches; oils, tinctures, ointments of healing, and blankets, cloaks and clothing to aid against the environment. (*Prevalent Languages: Navan Elfin*)



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Sylvan Passage

The **Sylvan Passage** is a narrow portion of the Dragon's Tail River only several miles across where the currents are especially rapid. In ancient times, sailing this "passage" required the approval of the Elves. A series of small Elfin settlements, each governed by a Prefect who reports to The Sovereign, run the northern shore of the passage. The local Elves know the land and the customs of their neighbors well, especially those who pass through the Trader Coast. The Navan here build and sail riverine craft, and these tiny fleet boats resemble the engineering of larger ships found in the west. In the Fifth Epoch, these Navan Elves keep a watchful eye on the waters eastwards, wary of Orcs and other fell creatures multiplying in the wild. (*Prevalent Languages: Navan Elfin*)

Dwarves of the East

Eastreach, the **North Peaks**, and the **Eastern Mines** are all part of a large contiguous region occupied by "the Dwarves of the East". Governed by over twenty Dwarven Thanes, lake shores give way to marshes, progressing inland to forested hills and rocky terrain. The Dwarves here are well-established, and over the past centuries have welcomed Men, Elves and Hilfolk. Considered a just land by nearly all civilized people, laws govern travel, dwellings and work. Agriculture, fishing, trapping and hunting are freely practiced but the felling of trees requires official permit. Taxes are modest, with barter accepted besides coin, and travel is free on paths and fords, with tolls charged for trade goods on the roads. The mines provide iron, copper, other strong metals, silver, gold and a number of gemstones. Once highly productive, the precious materials show less yield as the years pass, and the Dwarves do not allow other races to mine in the area whatsoever. They adhere to old tradition, and Dwarven men are expected to excel in war and craft, while women run the keeps and households, and matters of commerce. Women generally stay in the Dwarf-populated areas but are by no means restricted. Each Thane holds court with his wife by his side, with no decision made until both speak as one. All able-bodied Dwarves are expected to defend their lands against an outside threat, regardless of age or gender. Many ruins of ages past lie across the region, bridges, arches and keeps. Some Thanedoms form around these, while most are surrounded by walled towns. Dwarves Toll is the only clear passage into the **Middle Kingdoms**, patrolled by the Dwarves; travelling other passes is impossible without Dwarven consent with drawbridges and fortified points at natural barriers, inclines, ravines, and rivers. The Dwarves are excellent Symbolists and Alchemists and open use of magic is allowed- though it is punished severely when used in aid of crime. (*Prevalent Languages: Eastern Dwarven, Normannish*)

Baronies of the Point

The **Baronies of the Point** originated from an ancient keep which lies several miles northwest of **Tradesport**, a bustling port city, also served by the Old Dwarven Road. Each Baron keeps an alliance with an outside body; one with the **Seven Cities**, two with **Azony**, and some have relations with **Wold** and **Seska**; about half keep their dealings near the Dragon Lakes. Coastal Barons maintain naval sloops on the lakes for trade or plunder; they also track other pirates to strip of their goods - sometimes a source of unexpected wealth. Barons vie for political power and armed conflicts can sometimes result, which usually include mercenary contingents. The area is mostly of Mannish population, with some Elves and Hilfolk. Gnomes do not settle this land, for many Dwarves travel through, but Gnomish troops of a dozen or so are among the retained. Common life is of seasonal farming and animal husbandry, with some breeds exported. Having limited mineral resources, finished goods here are known for their unreliable quality. Armors are hardened reinforced leathers, and occasional mail for those of status; weapons are spear, small axe, simple long sword, bow or crude crossbow. Barons and Baronesses rarely hold a coronet long, and the deposed who survive usually flee to lands south. (*Prevalent Languages: Normannish or Seskish or Gallish, Trade Tongue if the character is not a Dwarven native*)

Golden Grasses

The **Golden Grasses** are a region of hilly plains which eventually become the Gryphon Peaks. The land is covered in patches of trees which yellow during the winter, and a species of sturdy, husky grass which grows taller than many Elves. Natural growth yields greens, sprouts, beans, and seasonal berries, but other crops do not grow here. Small wildlife and large herd animals are found on the plains. Elves live in large villages strewn about, with some settled northeast into the Wayfar Plains. Few Men and Dwarves live among them and only along the southern shore. The Golden Grasses does not have a singular governance recognized by outsiders, but each village overseen by an appointed Elder. Each has specific resources and needs based on location, moving goods as required; skins, cured meats, fish, hemp, and harvested woods. Councils of Elders have formed into a series of counties, government by geniocracy not seen in other parts. The Elves here are highly skilled at hunting, tracking, stealth and survival. They do not don armor unless threatened; even then it is of Elf-treated leathers. Their weapons are what could be expected in such a community, spears, hand axes and bows, and they openly practice magic, and its craft is well-honed in the region, as survival is indeed dependent on these arts. (*Prevalent Languages: Navan Elfin*)

Spear's Point

Spear's Point is flat, rocky terrain with patches of low foliage. The people here are mostly Elfin, with a number of Men and small groups of Dwarves met. People here are culturally similar to the people of the **Golden Grasses**, building communities governed by "Elders", though these are chosen through each person's merit rather than age. The south of the land has a more diverse green geography interspersed with rockface. The nearby waterway is a natural barrier and border to the lands south; it is used for fishing, however rarely do people go to the southern shore of the inlet. The people of Spear's Point are seafaring; they sail out days eastwards and to the southeast, bringing back large catches for food, oils, soaps, gums, clothing and various other goods. They do not sail to the northeast in the direction of the unsettled lands, where there are dangers from the Gryphon Peaks. "Pointers" as the people call themselves, are peaceful, and their arms are limited to their natural resources available in such an event. However, they are a people of the land, excellent tradesfolk, hunters and fisherman, the latter of which are experienced at navigating through the very rough seas that the north winds bring. (*Prevalent Languages: Navan Elfin, Eastern Dwarven*)

Seven Cities

The **Confederation of Seven Cities** is a misnomer perpetuated by the Cities themselves, as the area was in fact depopulated due to a blight in its past. Some believe this is related to the haunted ruins once the mountain Kingdom of Dammarra. Others say the beauty of the **Golden Forest** is sustained by draining this region of its life; and from those same believers, there is no love for Elves of any kind. Most of the land is covered in dry, sandy soil and small patches of scrub forest over its very low mountains. Crops do not grow well here, with uncharacteristically warm and dry summers, spring bringing swarms of large biting flies lasting weeks. Winters are expectedly cold and wet with areas covered in mud. There are in fact more than seven cities, as small as towns in actuality, less than wholly unified, each presenting their own challenges and opportunities. Governance ranges from tyrannical to anarchist, and pit fighting is highly promoted here. Slavery is as encouraged, and nearly all slaves are shackled about the neck or branded in some way. Traders trek to the Cities bringing goods from the Middle and other Northern Kingdoms, as in such lawless areas anything may be bought or sold for the right price. Both magic and alchemy are commonplace. The wilderness here contains ruins of the past but also hostile horned Gekkons, Orcs and bandits seek to waylay and ambush travelers. (*Prevalent Languages: Gallish, but as per character background could be from anywhere, Trade Tongue*)



THE CONTINENT OF DOMUM

Trader Coast

The *Trader Coast* is an area of independent settlements which span the shore for several day's ride. Settled by Dwarves, Men and Elves in nearly equal measure, it has also drawn a visible population of Hilfolk. For decades this land has been a place to rest while traveling the Dragon's Tail river, or on land between **Eastreach** and the lands of **Spine's Point**. Winds from the north break to idle against the rapidly ascending peaks, with fresh water running from them to the river. There are plenty of areas of trees and foliage, fresh and green for much of the year except for the cold season. The shores now have slips and small buildings for trade, inns and gathering houses, and hamlets with patches of crops further inland. Wandering entertainers can be regularly seen moving from east to west along the shore. Villages are usually governed by a Mayor, Headman, or Prefect, and some have formed small coalitions with laws enforced by sheriffs when possible, as families are now being raised here with children who call the area home. (*Prevalent Languages: Normannish or Navan Elfin or Eastern Dwarven, Trade Tongue if the character is not a Dwarven native of the north*)

The Far North

Overview

The Far North comprises the **Horseman's Steppes**, the **Skull Plains**, **Nape's Point**, **Spine Point**, and **Coldmarsh**, lying due north of the Dragon Lakes and spreading east and west. The Far North is a frigidly cold area of the continent, which sees hard-packed frozen earth, snow and ice for over half the year. The few fertile areas grow a sizable amount of low foliage, sparsely placed forests and vegetation, and even some thicker bush. The region of Windgrass, which was never fully settled, has since the Third Epoch worn an icy, fell air across the entire countryside, with inexplicably cold winds and sudden fogs year-round; none who wander into these parts are seen nor heard from again.

Mannish peoples have lived here since the ancient history of the Dwarves; their ancient culture is largely unknown. Today these Far Northern Men are large with husky builds; the exception are Men found on the Horsemen's Steppes, muscular and lean. This elder race of Man are long-adapted to the deadly climate through resilience and innovation. Most work pottery, bronze and brass readily, though metals are usually not available in large quantities: those limited to materials like bone and stone make hand tools, axes, spears and arrowheads with great care and precision, as hunting is a way of life. They have exceptional survival skills, and weather sense.

Men of the Far North must also contend with the threat of beasts: great Snow Wolves, black and white bears, pale-yellow great cats, huge herd beasts, Erghodts, and in the rocky, hilly areas, territorial White Ogres and Narada- even the occasional Troll of past epochs.

The descriptions of the areas below are presented in general order from the most politically developed to the least developed.

Nape's Point

Nape's Point was once part of North Point, named for a king who led a rebellion in its early days, rallying the native people against the aristocracy and forming an autonomous nation. Decades have passed and now merchants conduct business between the nations. The king has been reclusive for years, the country publicly

ruled by the Crown Prince. His royalty is not recognized by all nations, his stern hand enforcing rigid laws to protect and control his people. Life here is hard on women, who are limited by and segregated from men in all affairs except for family matters; many wives happen to be slaves to their husbands. The capital city of Nape's Point lies near the northernmost shore on the Dragon Lakes; her small army is well-equipped via trade routes from the **Baronies of the Point**. Common armors are composite coats, mails and helms, with local weapons axe, short sword, pole axe, spear and fork. The prince keeps only several dozen cavalry as part of his elite contingent. He openly declares Dwarves unwelcome, and it is only the Gnomes which his nobles do business with, this being the furthest northeast they will travel. As is often found in the east, the prince keeps a court Vizier with apprentices, magicians employed to forward matters of state. (*Prevalent Languages: Normannish*)

Horseman's Steppes

The **Horseman's Steppes** is home to a Mannish people descended from tribes who dwelt here before the Elves arrived; muscular and lean, fair of skin and hair, wearing light beards in winter. For thousands of years they have led a nomadic lifestyle, just and free, with all tribes respected, and men and women holding equal but distinct roles. The men rule and protect the tribes, while women feed them, both being skilled hunters of equal measure. The two largest, governing tribes are ruled by a Headman, considered nobility. Clan **Caliphir** trades with the Dwarves; usually herd animal meat, skins and horses exchanged for iron tools, arrows and weapons. The Caliphir have a deep fear of and hostility toward the Orcs in the north. Clans of **Seska** migrate as seasons change, at times competing for resources with the barbarians of the **Skull Plains**. The horsemen are generally disinterested in the affairs of Men who have migrated near their borders, and wish to be left undisturbed. If provoked they are fiercely territorial, time and again proving to be skillful riders, adept with bow and saber. The horsemen use only cloth, hide and leather as armor and rely on mobility. They have a traditional doctrine of morality many centuries old, with rituals regarded as shamanistic by others. They can emulate weaker forms of Symbolism and Wizardry. The clans do not openly demonstrate the use of this magic, but it is known that women of certain bloodlines know a unique form of Life Elementalism which has powerful healing effects. (*Prevalent Languages: Caliphish or Seskish, with the other chosen as a second language*)

Skull Plains

The **Skull Plains** are inhabited by the Skull Tribes, Men taller and more muscular than in other regions, well-tempered against the cold winds, wearing less clothing and hides than others north. Skull Tribes migrate to hunt game and forage the lands with the seasons in large roaming villages and caravans. Their ritual games of wrestling, fighting and roughhousing seem barbaric to outsiders. When infants and children are incurably ill, women perform a sacred passing ritual, purging society of the weak; the same is exercised by Tribe-Leaders for those sickly or too old to perform duties. Revering ferocity above all, women and men earn stations of hunter, warrior and at times Tribe-Leader. The 'Tribes craft bronze and iron tools for living and weapons of heavy bone or stone if necessary, axe heads, arrow heads, and spear heads, looking to acquire metal through trade or coercive negotiation. Skull Tribes practice Shamanism, which emulates some effects of Wizardry, but shun any magic they are unfamiliar with. Deeply religious, they believe all things, natural and fashioned, have their own will and spirit; skulls of the deceased are preserved in sacred barrows, vehemently forbidden to near except during times of ritual. (*Prevalent Languages: a localized dialect of Seskish*)



THE CONTINENT OF DOMUM

Spine Point

Spine Point is a grassy lowland situated between two Dragon Lakes. It is rich with access to fish and hardwoods at the western edge of the forest to its east, but has limited lands to grow crops and lacks mineral resources. Imports are the way of life, and transporting goods across the lands is a most common profession. Slow cultural infusions from afar over centuries created the current aristocracy. An elected High Council of Nine men and women rules the land, headed by a Premiere. The election process is held by those with status and wealth - the merchants. Class division is becoming a clear reality in the present day, and there are many internal tensions among the people as a result. Spine Point has yet to make war on any other people, maintaining friendly trade relations in all directions as best it can. The Men have begun dealings with the Navan Elves in the recent century. The country has a small landed force for its own border protection, using hard, reinforced leathers, axe, and spear. It has only several small ships which carry armed escort troops for trade ships headed to other shore destinations. (*Prevalent Languages: Normannish or Eastern Dwarven or Aachaeish*)

Coldmarsh

Coldmarsh is named for its wide-basin wetlands which lie between low hills covered in scraggly brush, weeds and patches of rock. Below the land lies a large water source, which surfaces extremely warm water, browned with muddy impurities. Pools are persistent across the land, plumes of pungent steam rising for half the year, freezing brown and green ice during the other half. Where tolerable live the Muktak, Men who build homes of slate or ice in the winter, and sometimes of wood against natural caves. They grow little and forage only roots and leaves which they can find, wear furs of large game, which also provides most of what they need. Now trading with others, in recent decades the Muktak enjoy various cloths, knives and other hand tools of metal. They are skilled with natural fibers, hemp, rope, grasses, wool and now fabrics. They are friendly to those with whom they trade, including the Elves but are known to be territorial in skirmish attacks against strangers, using stone spears, bone clubs and slings, recently adopting the use of the bow. Tribes are small, from several dozen to rarely over two hundred, each leader clearly a practicing Shaman; they practice ritualistic magic believing that the gods protect them from the elements. The Muktak are deeply fearful of the region of Windgrass, for they feel the gods are angry at Men and punish any who will go there. (*Prevalent Language: a dialect of Taturish, Normannish or Navan Elfin*)

Appendices

Appendix I – Codicil Quick Reference Cheat Sheets

Fast Action Sequences

Actions allowed during Fast Action Sequences (5-second Combat Rounds):

- **Changing Intended Action (to do this, refer to MML OE p190):** No additional Action required. Character initiative is modified by -10 during current Round in the normal play sequence.
- **Intuitive Guess:** Requires 1 Action. Choose a Knowledge, make a hunch about the situation, Task is +15%. GM offers a single phrase of relevant and factual information the character would not otherwise know.
- **Focus My Reserves:** No Action required. Use Evocation Points to improve chances: For Skill check %: 1 EP for each +1%; For Attribute check 10 EP for each +1 bonus. Magicians Fatigue Check at ¼ EP and 0 EP, non-magicians at ½, ¼, and 0 EP.
- **Tactical Assessment:** Requires 1 Action. Choose skill, determine best course of action from the GM. -5 Initiative imposed, Task is +25%. If the character's next action follows the GM's advice, situation modifier +10% and Critical Failure rerolled.
- **Wait and Observe (to do this, refer to MML OE p189):** Requires the Round when no skill is applicable, character examines situation. Once successful, subsequent Round character Initiative +5; next action is +15% situation modifier.

Role Playing Sequences

Actions allowed during Role Playing Sequences (Real-time play or Meta-play):

- **Buy, Barter or Trade:** Choose skill, negotiate for provisions, Task is +35%. If successful, the listed price is reduced by 10-30%. If Critical failure, the listed price is increased by 10-30%.
- **Coerce/Influence:** Choose skill, influence a character to act voluntarily, Task is +25%.
- **Deceive/Impersonate:** Choose skill, pass as another character, Task is +45%. Checks must be made each Role-Play Sequence. Language skill may offer a Synergy, but a separate skill check may also be required.
- **Intimidate/Interrogate:** Choose skill, force a character act out of fear, Task is +15%, GM may modify based on situation.
- **Educated Guess:** Choose skill, ascertain information using sum of knowledge, Task is +35%. The GM offers relevant and factual information the character would not otherwise know, several sentences in length.
- **Establish Relatedness:** Choose skill, drop the guard of a character, Task is +35%. All subsequent rolls during that interaction are at +15%, unless the effort is thwarted in some way.
- **Read a Situation:** Choose skill, analyze the situation clearly, Task is +45%. GM advises the best course of action to the character's benefit. If further actions follow GM's advice, situation modifier +20% and Critical Failure rerolled.
- Symbolists can (if time allows) **Create or Inscribe a Symbol:** See MML OE: PR 06.09.09, page 294, Table 6C.

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Montage Sequences

Actions allowed during Montage Sequences (GM narrative time frame of several hours or more):

- **Buy, Barter or Trade:** As Role Play Sequence above, but Task is +45%.
- **Coerce/Influence:** Choose skill, influence a character to act voluntarily, Task is +35%.
- **Deceive/Impersonate:** As Role Play Sequence above, but Task is +25%.
- **Intimidate/Interrogate:** Choose skill, force a character act out of fear, Task is +25%, GM may modify based on situation.
- **Teach Another:** Use Instruction skill, with subject synergy, Task is +45%. If successful, students must make a Perception check to gain 1 SPEX. For a group of students, Task is +35%, each student must make a Perception check.
- **Maintain Armor or Weapons:** Unchanged from MML OE: JR 03.07.00 and MML OE: JR 05.05.00 series rules.
- Magicians can **Acquire Components:** As Buy, Barter or Trade, GM imposes a situation modifier from 0% to -30%.
- Wizards can (if time allows) **Learn New Spells:** See MML OE: PR 06.07.07, page 262.
- Elementalists can (if time allows) **Learn New Ritual Spells of Other Origins:** See MML OE: PR 06.08.10, page 277.
- Symbolists can (if time allows) **Create or Inscribe a Symbol:** See MML OE: PR 06.09.09, page 294, Table 6C.
- Symbolists can (if time allows) **Learn a New Symbol:** See MML OE: PR 06.09.14 & .15, page 297, 298.
- Alchemists can (if time allows) **Enchant an Item:** See MML OE: JR 06.12.04, page 172.

Story Sequences

Actions allowed during Story Sequences (GM narrative time frame of days, weeks or more):

- **Any of the following Actions** as noted in the Montage Sequence, but with a situation modifier of +0% to +30% based on GM discretion, due to the extended time available: Buy, Barter or Trade, Interrogate, Maintain Armor or Weapons, Acquire Substantive Components, Learn New Spells, Create Symbols, Learn New Symbols, Enchant Items.
- **Teach Another:** As a Montage Sequence, Task is +55% for one student, +45% for a group of students; GM may apply an additional situation modifier at discretion. Each student must make a Perception check; success indicates ¼ of the teacher's base subject skill in SPEX is gained, failure indicates 1 SPEX is gained.
- **Improve Skills (Teach Self, Train/Practice and Research Knowledge):** These are all covered under the Awarding Experience section for GMs within the Codicil.
- **Inscribe a Tome:** As per MML OE: PR 03.05.00 series rules. A skill check required for each spell, ritual or symbol. One week allows for (1) Wizard or Elementalist spell, or (2) Symbols.

Tables

Racial Age Categories

Attribute Modifiers by Race	Dwarf, Gnome	Elf, Gray	Elf, Wood	Hilfolk	Man
Adolescent	13 to 16	21 to 30	16 to 22	13 to 15	12 to 13
Young Adult	17 to 20	31 to 50	23 to 40	16 to 18	14 to 16
Adult, early	21 to 30	51 to 75	41 to 60	19 to 24	17 to 20
Adult (Characters' start)	31 to 40	76 to 100	61 to 80	25 to 29	21 to 25
Mature Adult, early	41 to 65	101 to 125	81 to 110	30 to 37	26 to 32
Mature Adult, late	66 to 90	126 to 150	111 to 130	38 to 45	33 to 40
Aged Adult, early	91 to 115	151 to 190	131 to 165	46 to 55	41 to 50
Aged Adult, late	116 to 140	191 to 240	166 to 200	56 to 65	51 to 60
Elderly, early	141 to 165	241 to 290	201 to 250	66 to 75	61 to 75
Elderly, late	166 to 190	291 to 390	251 to 300	76 to 90	76 to 90
Typical Life Expectancy	150 years	290 years	180 years	80 years	55 years
Oldest Documented (Venerable)	247 years	488 years	391 years	122 years	108 years

Racial Attribute Modifiers

Attribute Modifiers by Race	Dwarf	Elf, Gray	Elf, Wood	Gnome	Hilfolk
Primary (Add modifier to the points allocated)					
Strength	+1	--	--	+1	--
Coordination	-1	+1	+2	-1	+2
Health	+2	+1	+1	+1	+1
Beauty	-1	+1	--	-1	--
Intellect	--	--	-1	--	-1
Reason	--	--	--	--	--
Creativity	--	+1	+1	--	+2
Presence	-1	--	--	--	--
Secondary (Add modifier after formula calculation is made)					
Willpower	+1	--	--	+1	--
Evocation	--	+10	+5	--	+5
Perception	--	+2	+2	--	+1
Fitness	+1	--	--	--	--
System Strength	+2	--	--	+1	--
Load (in lbs)	+10	--	--	+10	+5
Movement Multipliers: Move Ratio x this number = yards per Round the character can move					
Walk (for Man = 2)	2	2	2	2	2
Jog (for Man = 4)	4	5	5	4	3
Run (for Man = 9)	10	10	10	10	8

Attribute Modifiers by Age Group

Age Group	Attribute Modifiers, Primary	Secondary
Adolescent	Stature -2, Strength -2, Coordination +3, Health +3, Reason -2, Beauty +2	Load -5 lbs
Young Adult	Stature -1, Strength -1, Coordination +2, Health +2, Reason -1, Beauty +1	Load -5 lbs
Adult, early	Stature -1, Coordination +1, Health +1, Beauty +1	-
Adult (Start)	No Adjustments	-
Mature Adult, early	Strength +1, Coordination -1	-
Mature Adult, late	Stature +1, Strength +1, Coordination -1, Health -1, Reason +1	-
Aged Adult, early	Stature +2, Coordination -1, Health -1, Reason +2	Load -5 lbs
Aged Adult, late	Stature +1 or +2 for Dwarf/Gnome, Strength -1, Coordination -1, Health -1, Beauty -1, Reason +2	Load -10 lbs
Elderly, early	Stature -1 or +3 for Dwarf/Gnome, Strength -2, Coordination -2, Health -1, Beauty -1, Reason +2	Load -15 lbs
Elderly, late	Stature -2 or +4 for Dwarf/Gnome, Strength -2, Coordination -2, Health -1, Beauty -2, Reason +2	Load -20 lbs

BEX Awards by Race and Age

Age Group	Dwarf, Gnome	Elf, Gray	Elf, Wood	Hilfolk	Man
Adolescent	40 + 8 per year	60 + 3 per year	60 + 4 per year	50 + 8 per year	50 + 10 per year
Young Adult	70 + 9 per year	90 + 4 per year	90 + 4 per year	70 + 10 per year	70 + 10 per year
Adult	110 + 6 per year	170 + 3 per year	160 + 3 per year	100 + 8 per year	110 + 8 per year
Mature Adult	230 + 3 per year	320 + 2 per year	280 + 2 per year	190 + 6 per year	180 + 7 per year
Aged Adult	380 + 1 per year	420 + 1 per year	380 + 1 per year	290 + 3 per year	280 + 2 per year
Elderly	440 + 1 per year	510 + 1 per year	450 + 1 per year	350 + 1 per year	360 + 1 per year

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APPENDICES

BEX Modifiers Based on Cognitive Ability

Attribute Totals	Adolescent	Young Adult	Adult	Mature Adult	Aged Adult	Elderly
24 or less	Deduct 5	Deduct 10	Deduct 15	Deduct 20	Deduct 25	Deduct 30
25 to 34	None	None	None	None	None	None
35 to 41	Add 5	Add 10	Add 15	Add 20	Add 25	Add 30
42 to 47	Add 10	Add 15	Add 20	Add 25	Add 35	Add 45
48 or more	Add 15	Add 20	Add 25	Add 35	Add 45	Add 55

Innate Skills by Age

Innate Skill (all characters)	Adolescent	Young Adult	Adult	Mature Adult	Aged Adult
Knowledge, Local and Culture (specify, see below)	15%	20%	25%	30%	35%
Language, Native (specify)	15%	20%	25%	30%	35%
Vocation (Specify)	10%	15%	20%	25%	30%
Innate Skill (additional, for Gnomes only)	Adolescent	Young Adult	Adult	Mature Adult	Aged Adult
Language, Gnomish Trade Tongue	15%	20%	25%	(maximum for this language)	
Language, Native (specify region character is familiar with)	05%	10%	15%	20%	25%
A trade skill or knowledge (specify, not a Vocation)	05%	10%	15%	20%	25%

Innate Skill Modifiers by Social Class

If Innate Skill % Total is:	Commoner	Merchant	Lesser Noble
15%, then	Local 10%, Culture 05%	07% / 08% either, player choice	Local 05%, Culture 10%
20%, then	Local 15%, Culture 05%	10% each	Local 05%, Culture 15%
25%, then	Local 15%, Culture 10%	12% / 13% either, player choice	Local 10%, Culture 15%
30%, then	Local 20%, Culture 10%	15% each	Local 10%, Culture 20%
35%, then	Local 25%, Culture 10%	17% / 18% either, player choice	Local 10%, Culture 25%

BEX Costs to Raise Skills

Skill Percentage Bracket	Percentage Range	BEX Required to add 1 Percentile	BEX for maximum percentage
Novice	01-09%	1	9 BEX points
Competent	10-19%	1	19 BEX points
Journeyman	20-29%	2	39 BEX points
Professional	30-39%	3	69 BEX points
Expert	40-49%	4	109 BEX points
Masterful	50-59%	5	159 BEX points
Heroic	60-69%	6	219 BEX points
Legendary	70%+	7	289 BEX points

Racial Tolerance Modifiers

Character Attempting Skill Check	Race of the Character being interacted with, and resulting modifier					
	Dwarf	Gnome	Elf, Gray	Elf, Wood	Hilfolk	Man
Dwarf	+20%	-10%	-10%	-10%	-10%	-10%
Gnome	-30%	--	--	--	--	--
Elf, Gray	-10%	-10%	+10%	-10%	--	-10%
Elf, Wood	-20%	--	-10%	--	--	--
Hilfolk	-10%	--	--	--	+30%	-10%
Man	-10%	--	-10%	-20%	--	--

Attribute Prerequisites for Magic

Attribute	Wizard	Elementalist	Symbolist
Intellect	12	8	9
Reason	10	11	11
Creativity	10	12	10
Presence (Life Elementalist only)	-	10	-

Skill Prerequisites for Magic

Skill Prerequisite	Symbolist	Wizard	Elementalist (specified by type)
Magic Lore	15%	20%	15%
Cosmology	10%	15%	20%
Mathematics	20%	15%	-
Knowledge, Pictograms	20%	-	-
Language, Wizard's Tongue	-	20%	-
Elemental Lore	-	-	20%
Mineralogy	-	-	Earth or Fire: 20%
Meteorology	-	-	Air: 20% or Water: 10%
Ecology	-	-	Life: 10% or Water: 11%
Botany (Flora)	-	-	Life: 10%
Animals (Fauna)	-	-	Life: 10%
Spirit Lore	-	-	Life: 10%
<i>For Quick Reference: Total EX cost to take all the required Prerequisites</i>	<i>Spend 67 EX, plus any required for the Symbolist Skill itself</i>	<i>Spend 72 EX, plus any required for the Wizardry Skill itself</i>	<i>Spend: Air, Earth, Fire and Water 78 EX each; Life 97 EX, plus any required for the Elementalist Skill itself</i>

General Skill Modifiers by Race and Social Class

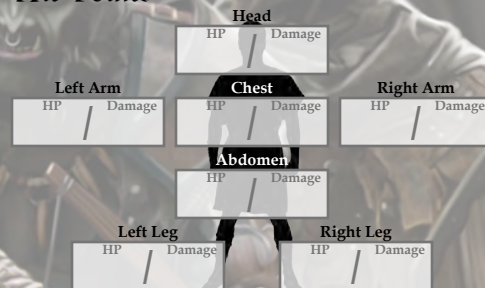
	Dwarf	Elf, Gray	Elf, Wood	Gnome	Hilfolk	Men
Characters of Commoner Class						
Any trade skill (specify)	+5%	+3%	+3%	+5%	+5%	+5%
Negotiation (specify one type of goods)	+3%	+3%	+3%	+3%	+3%	+3%
Knowledge: Urban or Rural Environment (specify)	Rural +3%	Urban +3%	Rural +5%	Either +3%	Rural +5%	Either +5%
Language, Trade Tongue	N/A	N/A	+3%	See innate	+3%	+3%
Labor (See new skills which affect role playing)	+5%	+3%	+3%	+3%	+5%	+8%
Characters of Merchant Class						
Any trade skill (specify)	+5%	+5%	+5%	+3%	+3%	+8%
Negotiation (as a general skill)	+3%	+3%	+3%	+8%	+5%	+5%
Finance, Mathematics, or another science (specify)	+5%	+3%	+3%	+3%	+3%	+5%
Language, Trade Tongue	N/A	+3%	+3%	See innate	+3%	+5%
Literacy, Trade Tongue	N/A	+3%	+3%	See innate	+3%	+3%
Characters of Lesser Noble Class						
Literacy (specify the language)	+3%	+3%	+3%	+3%	+5%	+5%
Bureaucracy/Diplomacy	+3%	+3%	+3%	+5%	+3%	+5%
Dancing, Oration, or a performance art (specify)	+3%	+5%	+5%	+3%	+5%	+3%
Etiquette (specify the Culture/region)	+3%	+3%	+3%	+5%	+3%	+5%
Knowledge, Foreign Governments	+3%	+3%	+3%	+5%	+3%	+5%

**Metal, Magic
AND Lore®**

Secondary Attributes

Willpower	$(\text{Hlth} + (\text{Pres} \times 2)) / 3$
Evocation	$(\text{Int} + \text{Reas} + \text{Crea} + \text{Hlth} + \text{Will})$
Perception	$(\text{Int} + \text{Reas} + \text{Crea}) / 3$
% Mod to Missile/Casting	%
System Strength	$((\text{Hlth} \times 2) + \text{Pres}) / 3$
Fitness	$(\text{Str} + \text{Hlth}) / 2$
Fitness Modifier	
Load	$(\text{Fitness Mod} \times \text{Stature}) + \text{AgeMod}$
Points to Damage (Size M Weapons only)	
Maximum Overhead Lift	$\text{Load} \times 2$
Maximum Dead Lift	$\text{Load} \times 4$

Hit Points



Movement

Fast Action Initiatives

	Attribute	Move Ratios	Senses	Movement	Total
Casual					
Travel					
Combat					

Knockdown

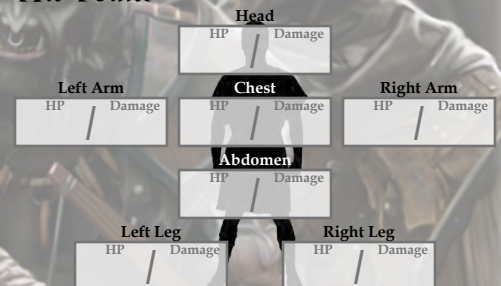
Knockdown	
Casual	
Travel	
Combat	

**Metal, Magic
AND Lore[®]**

Secondary Attributes

Willpower $(\text{Hlth} + (\text{Pres} \times 2)) / 3$	(+1)
Evocation $(\text{Int} + \text{Reas} + \text{Crea} + \text{Hlth} + \text{Will})$	
Perception $(\text{Int} + \text{Reas} + \text{Crea}) / 3$	
% Mod to Missile/Casting	%
System Strength $((\text{Hlth} \times 2) + \text{Pres}) / 3$	(+2)
Fitness $(\text{Str} + \text{Hlth}) / 2$	(+1)
Fitness Modifier	
Load $(\text{Fitness Mod} \times \text{Stature}) + \text{AgeMod}$	(+10)
Points to Damage (Size M Weapons only)	
Maximum Overhead Lift $\text{Load} \times 2$	
Maximum Dead Lift $\text{Load} \times 4$	

Hit Points



Movement

Fast Action Initiatives

	Attribute	Move Ratios	Senses	Movement	Total
Casual					
Travel					
Combat					

Knockdown

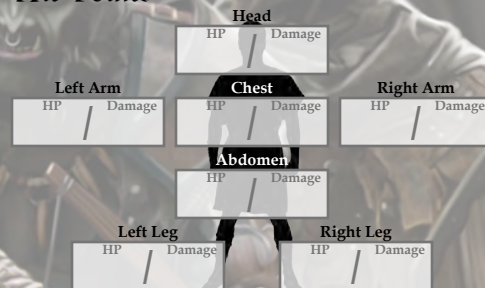
© Copyright 2009 5th Epoch Publishing LLC v3.1 02/24/2021 "She is master and apprentice and errand boy all rolled into one dusty sack." -- Akio

**Metal, Magic
AND Lore®**

Secondary Attributes

Willpower	$(\text{Hlth} + (\text{Pres} * 2)) / 3$	(+1)
Evocation	$(\text{Int} + \text{Reas} + \text{Crea} + \text{Hlth} + \text{Will})$	
Perception	$(\text{Int} + \text{Reas} + \text{Crea}) / 3$	
% Mod to Missile/Casting		%
System Strength	$((\text{Hlth} * 2) + \text{Pres}) / 3$	(+1)
Fitness	$(\text{Str} + \text{Hlth}) / 2$	
Fitness Modifier		
Load	$(\text{Fitness Mod} * \text{Stature}) + \text{AgeMod}$	(+10)
Points to Damage (Size M Weapons only)		
Maximum Overhead Lift	$\text{Load} * 2$	
Maximum Dead Lift	$\text{Load} * 4$	

Hit Points



Movement

Fast Action Initiatives

	Attribute	Move Ratios	Senses	Movement	Total
Casual					
Travel					
Combat					

Knockdown

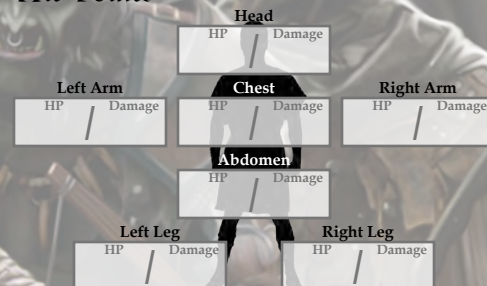
Knockdown	
Casual	
Travel	
Combat	

**Metal, Magic
AND Lore®**

Secondary Attributes

Willpower	$(\text{Hlth} + (\text{Pres} * 2)) / 3$
Evocation	$(\text{Int} + \text{Reas} + \text{Crea} + \text{Hlth} + \text{Will}) (+5)$
Perception	$(\text{Int} + \text{Reas} + \text{Crea}) / 3 (+1)$
% Mod to Missile/Casting	%
System Strength	$(\text{Hlth} * 2) + \text{Pres} / 3$
Fitness	$(\text{Str} + \text{Hlth}) / 2$
Fitness Modifier	
Load	$(\text{Fitness Mod} * \text{Stature}) + \text{AgeMod} (+5)$
Points to Damage (Size M Weapons only)	
Maximum Overhead Lift	$\text{Load} * 2$
Maximum Dead Lift	$\text{Load} * 4$

Hit Points



Movement

Fast Action Initiatives

	Attribute	Move Ratios	Senses	Movement	Total
Casual					
Travel					
Combat					

Knockdown

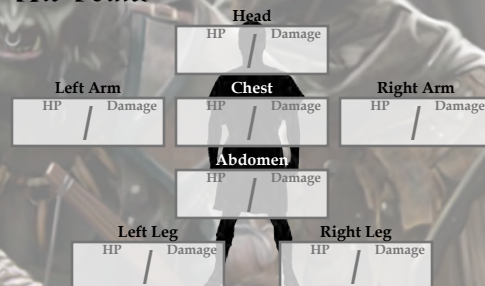
Knockdown	
Casual	
Travel	
Combat	

**Metal, Magic
AND Lore®**

Secondary Attributes

Willpower	$(\text{Hlth} + (\text{Pres} * 2)) / 3$
Evocation	$(\text{Int} + \text{Reas} + \text{Crea} + \text{Hlth} + \text{Will}) (+10)$
Perception	$(\text{Int} + \text{Reas} + \text{Crea}) / 3 (+2)$
% Mod to Missile/Casting	%
System Strength	$((\text{Hlth} * 2) + \text{Pres}) / 3$
Fitness	$(\text{Str} + \text{Hlth}) / 2$
Fitness Modifier	
Load	$(\text{Fitness Mod} * \text{Stature}) + \text{AgeMod}$
Points to Damage (Size M Weapons only)	
Maximum Overhead Lift	$\text{Load} * 2$
Maximum Dead Lift	$\text{Load} * 4$

Hit Points



Movement

Fast Action Initiatives

	Attribute	Move Ratios	Senses	Movement	Total
Casual					
Travel					
Combat					

Knockdown

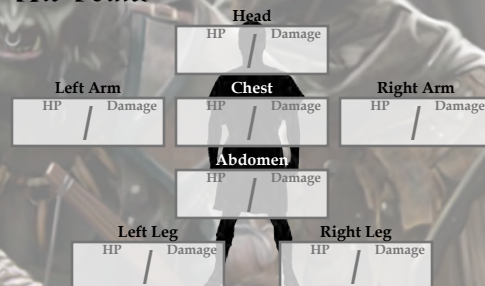
Knockdown	
Casual	
Travel	
Combat	

**Metal, Magic
AND Lore®**

Secondary Attributes

Willpower	$(\text{Hlth} + (\text{Pres} * 2)) / 3$
Evocation	$(\text{Int} + \text{Reas} + \text{Crea} + \text{Hlth} + \text{Will}) (+5)$
Perception	$(\text{Int} + \text{Reas} + \text{Crea}) / 3 (+2)$
% Mod to Missile/Casting	%
System Strength	$((\text{Hlth} * 2) + \text{Pres}) / 3$
Fitness	$(\text{Str} + \text{Hlth}) / 2$
Fitness Modifier	
Load	$(\text{Fitness Mod} * \text{Stature}) + \text{AgeMod}$
Points to Damage (Size M Weapons only)	
Maximum Overhead Lift	$\text{Load} * 2$
Maximum Dead Lift	$\text{Load} * 4$

Hit Points



Movement

Fast Action Initiatives

	Attribute	Move Ratios	Senses	Movement	Total
Casual					
Travel					
Combat					

Knockdown

Knockdown	
Casual	
Travel	
Combat	



Melee Weapons

Modifiers to Attack and Defend from either:		Strength		% or Coordination		Points to Damage from Load				
Shield Use skill:		%	Modifiers:		-	% to Attack w/ shield		+	% to Defend w/ shield	
Weapon and Initiative		Initiatives	Base	Attack Numbers		Defense Numbers		Lethality / Type		
Weapon:			%							
Weapon:			%							
Weapon:			%							
Weapon:			%							
Unfamiliar Melee Weapon										

Missile or Thrown Weapons

Modifiers to Attack from either:		Coordination		% or Perception				%		
Weapon and Initiative		Initiatives	Base	Ranges (in Yards):		Point Blank () Effective () Long () Extreme ()
			%	Chances to Attack						
Accuracy Modifier:			%	Lethality / Type						
Weapon and Initiative		Initiatives	Base	Ranges (in Yards):		Point Blank () Effective () Long () Extreme ()
			%	Chances to Attack						
Accuracy Modifier:			%	Lethality / Type						
Weapon and Initiative		Initiatives	Base	Ranges (in Yards):		Point Blank () Effective () Long () Extreme ()
			%	Chances to Attack						
Accuracy Modifier:			%	Lethality / Type						
Unfamiliar Missile Weapon										

Unarmed Combat

Modifiers to Attack and Defend from either:		Strength		% or Coordination		Initiative	
Skill		Base		Notes			
		%					
		%					
		%					

Possessions

On Person	Cas / Tra / Com	Weight	Owned/Other
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Resources

Region	Rating

Total Weight Carried

Casual	Travel	Combat

Coin

On Person	Owned/Other

Magical Abilities

Evocation Points	/	Magic School	Base Skill	Notes from Gender
			%	
Notes and Modifiers			%	

Spells and Symbols

Spell or Symbol:				PRB Page Number:		
Components:			Difficulty:	%	Calculations to Cast:	%
Base EP:	Adjusted EP:	Casting Time:	Range:		Duration:	
Effects:						

Spell or Symbol:				PRB Page Number:		
Components:			Difficulty:	%	Calculations to Cast:	%
Base EP:	Adjusted EP:	Casting Time:	Range:		Duration:	
Effects:						

Spell or Symbol:				PRB Page Number:		
Components:			Difficulty:	%	Calculations to Cast:	%
Base EP:	Adjusted EP:	Casting Time:	Range:		Duration:	
Effects:						

Spell or Symbol:				PRB Page Number:		
Components:			Difficulty:	%	Calculations to Cast:	%
Base EP:	Adjusted EP:	Casting Time:	Range:		Duration:	
Effects:						

Spell or Symbol:				PRB Page Number:		
Components:			Difficulty:	%	Calculations to Cast:	%
Base EP:	Adjusted EP:	Casting Time:	Range:		Duration:	
Effects:						

Spell or Symbol:				PRB Page Number:		
Components:			Difficulty:	%	Calculations to Cast:	%
Base EP:	Adjusted EP:	Casting Time:	Range:		Duration:	
Effects:						

Spell or Symbol:				PRB Page Number:		
Components:			Difficulty:	%	Calculations to Cast:	%
Base EP:	Adjusted EP:	Casting Time:	Range:		Duration:	
Effects:						

Spell or Symbol:				PRB Page Number:		
Components:			Difficulty:	%	Calculations to Cast:	%
Base EP:	Adjusted EP:	Casting Time:	Range:		Duration:	
Effects:						

Spell or Symbol:				PRB Page Number:		
Components:			Difficulty:	%	Calculations to Cast:	%
Base EP:	Adjusted EP:	Casting Time:	Range:		Duration:	
Effects:						

Positions Covered, Weight and Cost by Armor Piece

Head and Neck Armor	Positions Covered	Weight	Cost

Upper Body Armor	Positions Covered	Weight	Cost

Lower Body Armor	Positions Covered	Weight	Cost

Package Total Weight and Cost			
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Summary of Armor Protection Values by Hit Position

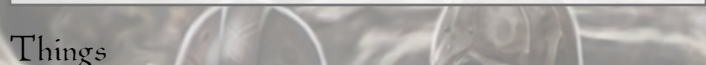
[illegible]



Places



Things







Character Codicil

The Character Codicil represents years of playtesting and development of the beloved Metal, Magic, and Lore® fantasy roleplaying game - and is just a taste of the upcoming Revised Edition.

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