

Lords of Mindale

World Background

The Great War

In the great empire of Mindale magic is outlawed. It is unknown just how many mages exist but when discovered by Kings Soldiers they are killed on sight. The King, Lanomir, declared magic to be illegal days after he secured his throne. Thirty two years ago a Great War began between two nations. King Lanomir's father Theoman was the King then. Mindale was split into two kingdoms, Mandovin ruled by Theoman and Greendale ruled by Durlan. For many years they had co-existed in peace with open borders and trade.

During this time, magic was commonplace and both kingdoms had mages in their armies. King Durlan used his mages to assassinate King Theoman which began the Great War. Lanomir was a young man at 15 when his father was killed. Lanomir had been training in warfare since a very young age and was a knowledgeable strategist. He rallied his army and with the assistance of his father's military commanders quickly formed a defensive against a vast army King Durlan had moved to his outer border.

It eventually became known that King Durlan was under the influence of a dark magic known as Necromancy. It is unknown whether King Durlan was forcibly taken by a Necromancer or if he grew power hungry and sought the powers only Necromancy could offer him. When it became common knowledge that King Durlan was using Necromancy, his own mages turned against him. Many of Durlan's mages died fighting him but were eventually successful and Durlan was killed. After his death, Greendale realized they had been controlled by true evil. Both Greendale and Mandovin had suffered great losses with over thirty percent of their populations being killed.

Greendale, shocked to learn that their King had turned to evil, pleaded with Mandovin to save them. With the encouragement of his commanders, Lanomir, now King of Mandovin, was elected as King of both Mandovin and Greendale. He merged them into one great Kingdom under the name of Mindale. To the surprise of his people he made his first royal decree, the eradication of magic. Under this decree magic was strictly illegal and punished by death. King Lanomir claimed all magic was inherently evil and could only lead one to Necromancy. All known mages were to submit themselves for execution. Any who resisted would be hunted and killed.

Many mages ran and many escaped the cities, however, too many were caught and executed. Since this day mages have been forced to live in secret, under the threat of execution.

Divisions

After the war, a division began to grow and has become quite strong over the past thirty two years. Despite King Lanomir's declaration that magic is inherently evil not all truly believe this. Those living in the major cities often believe anything the King claims and mages rarely venture into these areas, however, in the outer territories of the kingdom the common people are less easily convinced.

Shortly after the war, due to the declaration and executions, mages fled in droves to the outer territories. This caused a greater separation from those who lived in the cities and those who lived on the outskirts of the empire. There had always been differences between small town and big town people, but since the end of the Great War a division developed between the two.

Today people living in the city tend to see the King as their savior who saved them all from a great evil. Many would report any magical activity and some would go so far as to personally attempt apprehending anyone they believe to be using magic. They believe that magic is the root of all misfortune and must be stamped out.

Those who live in the outskirt territories tend to have a very different viewpoint. While the King did save them from a great evil he was blinded by grief over the murder of his father. Many people in these territories grew up with those who can use magic or are themselves mages. They know firsthand that magic is not evil.

On top of the disagreement over the nature of Magic, the King provides military protection for those in his Kingdom. This includes protection from bandits as well as beasts and many other dangers. King's Soldiers may be found throughout the Kingdom providing law and protection for citizens. It may be seen clearly though that there are less King's Soldiers the farther you get from the major cities. This has always been true as there are less people the farther from the cities you get. This trend has increased over the years since the Great War. So much so that there are often not more than three King's Soldiers stationed in an outskirt town.

It has been rumored that the King views the outskirt towns as treasonous and evil, having embraced magic. He never declared so openly but seems to have been removing royal assistance to these regions as time has gone on, perhaps seeing them as unworthy. This has further fueled the division between the regions. Those who live in the outskirt regions see themselves being ignored by the King and see no reason to listen to many of his decrees. They often govern themselves and are self-sufficient without trade from any major city.

The Fate of Mages

With the King's decree illegalizing magic, the past and ongoing executions of known mages and the divisions between the major cities and the outskirt towns, one can see how a magic user might find themselves feeling angry and lost. Many magic users grew up in poverty or even entirely without money of any king, fending for themselves in the great forests.

A magic user living in or near a city is in constant threat of discovery and execution which leads many of them to live as far from the cities as possible. Even in the outskirt territories magic users must still keep their ability secret. Many of those living in these territories do not believe magic is evil, nor do they discriminate against those they know to be capable of magic. Even so, King's Soldiers are often still stationed in these areas, though in terribly small numbers. There is always the threat of capture and execution by a King's Soldier.

Secret small "families" of mages often live together in the great forests nearby outskirt towns. They tend to be very secluded and very few non-magic users know of their locations. Many are no more than groups of magic users who live in tents and travel together for protection. It is rumored that some groups have journeyed out on their own entirely. Leaving what little they had left to search of another land more accepting of magic users or unclaimed lands they can build their own societies in.

Necromancy Rising

In the past few years the threat of Necromancy has been on the rise. It is believed by many villagers living in outskirt towns that the King's laws and executions of magic users has led them to be bitter and angry. Some turn to evil in anger and a thirst for vengeance. Others turn to evil in hopes that it will give them a better life than that of living as an outlaw.

Necromancy was once a rare threat, largely unknown by the common peoples. Most magic users were taught of Necromancy at a young age in hopes of protecting them from it. In order to be taught in the old magic schools one had to take a pledge to never practice Necromancy.

After the Great War the common people became afraid of magic and Necromancy. Due to the ensuing treatment of magic users many would never learn of the dangers of Necromancy or even what it is. Those new to magic might unknowingly stumble upon Necromancy abilities and doom themselves to evil. Others would turn to Necromancy out of anger and spite. As such, Necromancy has become a common threat to the people of Mindale. It is not uncommon for people to go missing. Some never to be seen again, others seemingly brainwashed attacking and killing those they once held as close friends.

A group of Necromancers recently began assaulting small villages throughout Mindale. Many fear they are building power and numbers and will begin an all-out war against the empire. This has led to even greater fear and hate of magic users even in the outskirt towns.

Necromancy Explained

Before the Great War it was believed Magic was given to the people as a gift from the creator. It is written that thousands of years ago an exceptionally powerful mage, whose name has been lost to time, created Necromancy after the death of his wife. He had hired the most well-known healers of his time to save his wife from an illness but they were unable to help her. Angry at his inability to help her and terrified of losing his love he began researching a way to prevent her soul from leaving this world. His hope was to find a way to live without the fragile bodies souls dwelled in. He would find a way to leave his body and help his wife do so as well. This way they could live forever together.

Many mages had noticed that when near a person who died they could sense the soul leaving the body. The powerful mage knew this and went to his cities hospital. He wished to experiment with this ability. He realized he could follow the soul as it left this world and entered a new one. He was at the hospital experimenting with this ability when a close friend rushed to his side, informing him his wife was having trouble breathing and would likely die shortly.

Distraught with his wife's state and terrified having not yet discovered the secrets of this ability he rushed to her side. Kneeling by her bed he informed her he did not yet know how to save her. She smiled and told him not to worry; they would be together soon enough anyway. As she slipped into death he began to panic, crying out to the creator, "You cannot take her! I will not wait!" He could sense her soul leaving this world, he saw it begin to move from this world to the next and so he followed, something he had been fearful of doing previously.

Those close friends with him at the time claimed he cried out in pain as if being tortured. The world would be forever changed as he had tapped into the world of the dead. A place no living person should ever touch. At the barrier between the two worlds there is a Plane of Darkness. It is a place in which all the passed evils of the world dwell. It is believed as a soul leaves this world it leaves all of its hate, guilt and other negative attributes behind in this plane. The powerful mage had found himself in this plane, assaulted by all types of evil. They bore deep into his soul. He retreated back to the world of the living but those evils remained. They tainted his self and brought him thoughts of pain and hate.

This great mage had become the first Necromancer. These evils added to his strength making him the most powerful mage to have ever lived, but they also buried his humanity. He no longer

was capable of compassion or happiness. He thirsted only for power and brought pain to many people.

In the many years since this great mage discovered Necromancy mages have further refined the process of collecting evil from the Plane of Darkness. While touching the Plane causes a person to become inherently evil, Necromancers have discovered ways of harnessing evils to possess others or to create great beasts immune to common weapons.

Game Rules

Character Creation

Character Creation – Steps

To create a character, follow these five steps:

1. Decide on a Class
2. Choose your Skills and Proficiencies
3. Pick Weapons, Armor and Magical Robe Abilities
4. Denote Weapon and Magic Abilities
5. Distribute your Attribute Points.
6. Develop backstory
7. Denote Money

It is recommended to print out a copy of the Character Sheet at the end of this book. Players should work through Character Creation with this sheet, filling out the sheet as they go. Players should keep their Character Sheet whenever they play and update it accordingly.

Character Creation - Classes

There are two core classes in this RPG, Warriors and Mages. Either class may use any weapon or armor. They will each select various weapon and armor skills which determine how affective they are with their weapon and armor choices.

Warrior

Warriors are people who have little to no magic ability. They rely on their strength and or skill to keep themselves alive. They may specialize in various melee and ranged weapons. Warriors are not incapable of using Magic but they are significantly worse at using it than a true Mage.

Mage

Mages are people who have an innate ability with Magic. Casting spells comes easily to a Mage. They may learn a number of different types of magic. Mages may carry melee or projectile weapons but are significantly worse at using them than a true Warrior. They may also choose to wear any armor but will be giving up the benefits of using a magical robe.

Character Creation – Skills

Players may choose two skills or magic proficiencies when making a new character. As characters progress they will be able to choose additional skills and proficiencies or to increase their skills and proficiencies level. Any skill or proficiency chosen begins at Level 1. A new character may not choose to put both skill or proficiency points into the same skill or proficiency to get to Level 2.

Warrior Weapon Skills

Every level in a Weapon Skill gives the player a +1 modifier to any rolls made using that weapon. This includes rolls to attack, block or any other non-combat actions. Various weapons require a certain level in its corresponding Weapon Skill in order to use its Weapon Abilities. Weapon Abilities are explained further down under the Warrior Abilities section

A new Warrior character must select one skill from the Basic Skill list. Once they have done so they may choose another Basic Skill or a Basic Magic Proficiency from the Magic Proficiency chart below. In order to learn an Intermediate Skill, the player must have the corresponding Basic Skill at level 5.

Note Mages are only able to level Basic Skills to level 3. This means Mages are never able to learn any Intermediate Skills.

Ex. Player one chooses Bow Weapons as their first Basic Skill. They may then take another Basic Skill or they may choose a Magic Proficiency. In order to take an Axe, Sword or Hammer Intermediate Skill they would have to have taken Melee Weapons and have leveled it to level 5.

Basic Skills	Level 1	Level 2	Level 3	Level 4	Level 5
Melee Weapons	+1	+2	+3	+4	+5
Shields	+1	+2	+3	+4	+5
Bow Weapons	+1	+2	+3	+4	+5
Throwing Weapons	+1	+2	+3	+4	+5
Hand to Hand	+1	+2	+3	+4	+5
Intermediate Skills	Level 1	Level 2	Level 3	Level 4	Level 5
One-Handed Axes	+1	+2	+3	+4	+5
Two-Handed Axes	+1	+2	+3	+4	+5
One-Handed Swords	+1	+2	+3	+4	+5
Two-Handed Sword	+1	+2	+3	+4	+5
One-Handed	+1	+2	+3	+4	+5

Hammers					
Two-Handed Hammers	+1	+2	+3	+4	+5
Large Shields	+1	+2	+3	+4	+5
Small Shields	+1	+2	+3	+4	+5
Longbows	+1	+2	+3	+4	+5
Shortbows	+1	+2	+3	+4	+5
Crossbows	+1	+2	+3	+4	+5
Throwing Knives	+1	+2	+3	+4	+5
Darts	+1	+2	+3	+4	+5
Metal Knuckles	+1	+2	+3	+4	+5
Bare Knuckles	+1	+2	+3	+4	+5
Daggers	+1	+2	+3	+4	+5
Push Daggers	+1	+2	+3	+4	+5

Mage Magic Proficiencies

Every level in a Magic Proficiency gives the user a +1 modifier to any rolls that involve that proficiency. This includes offensive, defensive and non-combat rolls. Various magic spells also require a certain level of proficiency in order to cast them.

A new Mage character must choose one Basic Proficiency and may choose to take a second Basic Proficiency or a Basic Skill from the above Weapon Skills chart. In order to take any Intermediate Proficiency, the player must have reached level 5 in at least one Basic Proficiency.

Note Warriors are only able to level Basic Proficiencies to level 3. This means Warriors are never able to learn any Intermediate Proficiencies.

Basic Proficiencies	Level 1	Level 2	Level 3	Level 4	Level 5
Spirit	+1	+2	+3	+4	+5
Air	+1	+2	+3	+4	+5
Water	+1	+2	+3	+4	+5
Fire	+1	+2	+3	+4	+5
Intermediate Proficiencies	Level 1	Level 2	Level 3	Level 4	Level 5
Holy	+1	+2	+3	+4	+5
Rain	+1	+2	+3	+4	+5
Lightning	+1	+2	+3	+4	+5
Plants	+1	+2	+3	+4	+5
Animals	+1	+2	+3	+4	+5
Mentalist	+1	+2	+3	+4	+5

Character Creation – Weapons

Below is a chart of the various common weapons that exist in the Empire of Mindale. Each weapon will have the following stats: Attack, Defense, and Range. Attack represents how much damage the weapon deals upon a successful attack. Defense is used to determine if a block with the specified weapon was successful. Range determines how far away from its target the weapon may be used.

When creating a new character, a player may take a single weapon from the list below. If they take a one handed weapon they may take a second one handed weapon or shield as well.

Weapon	Attack	Defense	Range
Melee Weapons			
One-Handed Axe	10	2	1
Two-Handed Axe	25	5	2
One-Handed Sword	10	2	1
Two-Handed Sword	25	5	2
One-Handed Hammer	10	2	1
Two-Handed Hammer	25	5	2
Bow Weapons – 2 Handed			
Longbow	20	1	5 - 30
Shortbow	15	1	5 - 20
Crossbow	20	1	1 - 18
Throwing Weapons – 1 Handed			
Throwing Knives	5	0	5
Darts	3	0	5
Hand to Hand – 2 Handed			
Metal Knuckles	5	0	0
Bare Knuckles	3	0	0
Daggers	8	1	0
Push Daggers	8	1	0
Shields – 1 Handed			
Large Shields	5	10	1
Small Shields	3	7	1

Range – Above is listed the ranges for each weapon. When playing the actual game these range values are fairly arbitrary. They are simply there to give the GM an idea of how far a certain

weapon may be used in comparison to another weapon. For example, a two handed sword is much larger than a one handed sword and may therefore deal damage from about twice the range as a one handed sword. A Longbow may fire from a great distance, thus allowing it to deal damage from about twenty times the range of a one handed sword.

The GM does not need to keep track of specifically how many Range points a character is away from another. Just try to keep in mind roughly how far away your characters are from one another and your enemies. Then use this to decide whether a particular weapon would likely be able to attack from that distance.

Weapon Special Rules

When a character is wielding a one handed weapon such as a one handed sword or a dagger, they may choose to also carry a second weapon or item in their other hand. This could include another one handed weapon, a shield or any other small object they might be carrying.

Carrying two one handed weapons allows the player to attack with both weapons but doing so will use both of their actions for that turn. More in depth rules on this may be found under the Attacking Actions section.

Bow Weapons have a minimum range listed. The Longbow has a range of 5 – 30. This means if a character is carrying a Long bow and is within a distance of 5 of an enemy which is actively attacking them, they may not use their bow.

Throwing and hand to hand weapons have the potential to be used much faster than other weapons. If a player uses either of these weapon types they must roll a D4. Whatever number they roll is the number of attacks they get with their weapon for that turn.

Also note that if a player is carrying a throwing weapon, one can assume they have many throwing weapons hidden upon their person. This allows the player to throw as many throwing weapons as necessary in any single encounter. They are then assumed to have picked them back up when the encounter is finished.

Character Creation – Armor

Armor is used to determine how much health a character has. Every player begins the game with a base health of 10. Various armor pieces increase a player's total health. Mages often choose not to wear any armor and instead learn spells to create Magical Robes. Robes are explained below in the Magical Robes section. If a mage chooses not to wear armor their health starts at 10 though there are types of Magical Robes which can increase a player's health.

A new player may take a full set of Leather armor if they choose. In order to acquire better armor the player must loot it or purchase it from an armorer. A minimum STR is required for each armor type. Leather armor requires 5 or higher STR, Chain armor requires 12 or higher STR and Plate armor requires a STR of 16 or higher. STR stands for Strength and is an attribute explained below in the Attributes section.

Armor	Health	Defense	STR Req.
Light			
Leather Helm	2	2	5
Leather Chest	4	2	5
Leather Legs	3	2	5
Leather Arms	3	2	5
Medium			
Chain Helm	3	3	12
Chain Chest	8	3	12
Chain Legs	5	3	12
Chain Arms	5	3	12
Heavy			
Plate Helm	5	5	16
Plate Chest	15	5	16
Plate Legs	8	5	16
Plate Arms	8	5	16

After a player has selected their armor, or anytime a player changes a piece of armor, they should update their health value on their Character Sheet. Their health is equal to their base health, which starts at 10 + any modifiers. Health modifiers for health are listed above on the Armor chart.

Character Creation – Magical Robes

Robes may only be cast by Mages. Robes may not be cast on anyone but the caster and may not be cast if the caster is wearing armor. Each robe has a Proficiency it requires as listed below. Once cast, a robe remains on the caster until removed. A robe may be removed by choice of the caster or by other anti-magical means. If a caster casts a robe spell when they already have a robe on, the new robe spell overrides the old and replaces any benefits the mage may have had from the first robe.

Robe	Req. Proficiency	Effect
Robe of Light	Spirit 1	Defense against Spells
Robe of Protection	Air 1	Deflects incoming attacks
Robe of Life	Water 1	Increases health
Robe of Burning	Fire 1	Damages enemies in close combat

Robe of Light – The Robe of Light is a defensive robe which gives the wearer a defensive roll against spells. When the wearer is attacked by a spell, if the spell is successfully cast, the defender may roll a D6. For every level the wearer has in Spirit increases the odds of a successful defense roll. At Spirit level 1 the defender must roll a 1. At Spirit level 2 the defender must roll a 1 or a 2. This pattern continues up to Spirit level 5 where the defender must roll a 1-5 for a successful roll.

If their roll is successful they defend the spell and it takes no effect. Their Robe of Light is destroyed, but they may choose to recast it on their following turn as one of their Actions.

If the roll is unsuccessful they have failed to defend themselves from the spell and it will take full effect on them. Their Robe is not destroyed.

Robe of Protection – The Robe of Protection provides defense against physical attacks. When a mage wearing the Robe of Protection is attacked physically, such as by a sword or bow, they may choose to use their Robe of Protection instead of blocking, dodging or casting a defensive spell.

If the mage elects to use their Robe of Protection, they roll a D6. For every level the wearer has in Air increases the odds of a successful defense roll. At Air level 1 the defender must roll a 1. At Air level 2 the defender must roll a 1 or a 2. This pattern continues up to Air level 5 where the defender must roll a 1-5 for a successful roll.

If their roll is successful they defend the attack and it takes no effect. Their Robe of Protection is destroyed, but they may choose to recast it on their following turn as one of their Actions.

If the roll is unsuccessful they have failed to defend themselves from the attack and it will take damage as normal. Their Robe is not destroyed.

Robe of Life – The Robe of Life increases the wearers health by $5 * \text{Water Proficiency Level}$. If a mage casts Robe of Life, their total health points increase by the value found from the above formula. If the robe is removed, their health immediately drops by the value found from the above formula.

Robe of Burning – The Robe of Burning deals damage to enemies who come within a range of 2 of the wearer. It deals 2 * Fire Proficiency Level in damage every round of combat to any enemy within 2 range of the wearer. If a character or creature moves within 2 range of the wearer before combat starts the wearer may choose to deal the above damage to that enemy and begin combat.

If they begin combat in this way, the target takes damage at the very beginning of the combat and will again at the end of the first turn.

Character Creation – Warrior Abilities

The following are various abilities warriors may unlock by leveling the various Weapon Skills. Mages may unlock any of the Basic Abilities as they may only learn the Basic Weapon Skills.

Each ability has a required weapon which must currently be held by the player using the ability. Each ability also has a required skill level which the player must have achieved. Each of the required skills below may be found in the Warrior Weapon Skill section above.

Warrior Abilities may only be used once per encounter. If a player knows more than one ability, they may use each ability once per encounter.

Basic Abilities	Req. Weapon	Req. Skill Level	Damage	Effect
Power Swing	Axe / Sword / Hammer	Melee Weapons 1	2 * Skill Level	Wounded
Shield Bash	Large or Small Shield	Shields 2	1 * Skill Level	Disoriented
Aimed Shot	Longbow, Shortbow, Crossbow	Bow Weapons 1	2 * Skill Level	Wounded
Flurry	Throwing Knives / Darts	Throwing Weapons 1	2 * Skill Level	Wounded
Power Smash	Knuckles / Daggers	Hand to Hand 1	2 * Skill Level	Wounded

Intermediate Abilities	Req. Weapon	Req. Skill Level	Damage	Effect
Blunt Ended Bash	One Handed Axe	One Handed Axes 1	5 * Skill Level	Wounded
Chop Arm	Two Handed Axe	Two Handed Axe 1	5 * Skill Level	Wounded
Sword Thrust	One Handed Sword	One Handed Swords 1	5 * Skill Level	Bleed 3
Sword Spin	Two Handed	Two Handed	5 * Skill Level	Melee AoE

	Sword	Swords 1		
Helm Puncture	One Handed Hammer	One Handed Hammers 1	5 * Skill Level	Wounded
Crushing Blow	Two Handed Hammer	Two Handed Hammers 1	5 * Skill Level	Impaired Movement
Shield Wall	Large Shield	Large Shields 1	NA	Defense + 10
Neck Bash	Small Shield	Small Shields 1	2 * Skill Level	Disoriented
Double Shot	Longbow, Shortbow, Crossbow	Longbows, Shortbows, Crossbows 1	5 * Skill Level	Wounded
Rapid Fire	Throwing Knives, Darts	Throwing Knives, Darts 1	5 * Skill Level	Wounded
Cheap Shot	Knuckles	Metal Knuckles, Bare Knuckles 1	5 * Skill Level	Wounded
Stab	Dagger / Push Dagger	Daggers, Push Daggers 1	5 * Skill Level	Bleed 3

When using an ability the player must declare they are doing so as one of their actions. This action will use their attack action. Defensive actions may then be taken normally. To determine the attacking weapons damage, take the weapons normal Attack value and add the damage listed above in the abilities Damage section. Rules surrounding attacking and actions may be found below under the Attack Actions section.

Weapons Damage Value = Weapon Attack Value + Ability Damage Value

Ex. Player one uses the Power Swing ability and successfully lands the attack on an enemy. They need to know their weapons Attack value to compare to the enemies Defense. Player one attacked with a one handed axe which has a weapon Attack value of 10. Player one then adds the Ability Damage value which is 5 * the skill level for that ability which is Melee Weapons. Their current level in Melee Weapons is 3 giving them an Ability Damage value of 15. So they have 10 damage from the weapon + 15 from using the ability for a total weapon damage value of 25.

Effects

Below is an explanation of the Effects listed above in the Abilities Chart. When an ability is used successfully and deals damage to an enemy it will inflict its specified Effect on the enemy.

Wounded – A wounded character loses one of their actions for the duration of the encounter. At the end of the encounter they are assumed to have conducted some kind of first aid or simple healing spell and are no longer wounded.

Disoriented – A disoriented character loses one of their actions whenever their next turn comes. This means if a character becomes disoriented prior to using their actions for that turn, they may only use one action that turn. After their turn has past they cease being disoriented and regain their two normal actions.

Bleed – A bleeding character loses health at the end of each turn equal to the number next to the Bleed effect. For example, the Stab ability causes Bleed 3. A character who suffers a successful attack from the Stab ability will lose 3 additional health points every turn until the end of that encounter. At the end of the encounter they are no longer bleeding.

Melee AoE – Abilities which have this effect deal an additional $1 * \text{Skill Level}$ in damage to any enemies within the attacking weapons attack range.

Impaired Movement – When a character has their movement impaired, they are no longer able to move for the duration of the encounter. They may still attack as normal but cannot move from their current location.

Shield Wall – This ability may be used as a Defensive Action. Defensive Actions are explained below under the Attacking Actions section. Normally a player may only take one Defensive Action per turn, however, this ability may be used in addition to blocking or dodging. It may also be used if the player chooses to or is forced to absorb the attack. Note that it may only be used once per encounter.

A character may never be reduced to zero actions through the above abilities. For example, if a character is wounded and becomes disoriented, they remain at 1 action. In this case the disoriented effectively does nothing.

Character Creation – Mage Abilities

The following are Mage Abilities. Each requires at least one level in a Magic Proficiency. Warriors are only capable of learning the Basic Abilities as they may only learn the Basic Magic Proficiencies.

Players may only cast one spell per turn and may not cast the same spell more than once per encounter.

Basic Abilities	Req. Skill Level	Damage	Effect
Shield	Spirit 1	NA	Defense + 10
Throw	Air 1	2 + (2 * Skill Level)	NA
Mend	Water 1	NA	Heals target 5 * Skill Level
Burn	Fire 1	2 + (2 * Skill Level)	Burned

Intermediate Abilities	Req. Skill Level	Damage	Effect
Imbue Weapon	Holy 1	Weapon Damage * ½ Proficiency Level	Allows common weapons to deal damage to Necromancy Beasts
Rain Storm	Rain 1	NA	Provides Cover - +1 * Proficiency Level to Sneak or Hide rolls
Lightning Strike	Lightning 1	5 + (2 * Skill Level)	Disoriented
Befriend	Animals 1	NA	Animal follows your commands
Mind Control	Mentalist 1	5 * Skill Level	Potential to control others actions

Shield – Shield is a Defensive Spell and may be cast at any time during or after the casters normal chance to use an action; assuming the caster still has an action available. This means they may choose not to cast a spell on their turn and then cast this spell sometime later, such as right as a party member is being attacked by an enemy.

Throw – Throw allows the caster to move objects with magic. How large an object they can move depends on the level of their Air Proficiency. At level 1 they can move small objects such as small rocks. At level 5 they can move large objects around the size of medium sized fallen trees. At level 3 they are capable of moving a normal sized adult male wearing armor.

To deal damage with Throw, the caster may choose to throw an object at an enemy or they may throw their enemy into an object or onto the floor. Either way the damage value listed above does not change. If the caster throws the enemy it should be clear where the enemy has moved to.

Throw may be used as a Defensive Spell. Even if the caster is not strong enough to move the actual attacker, they may be capable of applying a force to their weapon changing its trajectory and preventing it from hitting the caster or one of their allied characters.

Mend – Mend allows the caster to heal other characters or creatures. It may be cast as a Defensive Spell. Once an encounter has ended a caster may use Mend to heal their party to full.

Burn – While Burn is primarily a damage dealing spell, it also allows the caster to use fire in other useful ways such as creating magical torches or lighting lanterns without the use of fuel. They may also start campfires or other common uses of fire.

Imbue Weapon – Common weapons are not able to deal damage to Necromancy Beasts. One must imbue a weapon in order to use it against Necromancy Beasts. While there are other means by which one might imbue a weapon, the Imbue Weapon spell is by far the most common.

An explanation of Necromancy Beasts can be found in the Bestiary section.

A weapon which has had Imbue Weapon spell cast on it may deal damage to Necromancy Beasts at the weapons normal damage * ½ the Proficiency Level of Holy. For example, a one handed sword has an attack of 10. If it is imbued with a Holy Proficiency of 1, it would be capable of dealing 5 damage to a Necromancy Beast. At a Holy Proficiency of 5 it would deal 25 damage to a Necromancy Beast.

Imbued weapons remain imbued forever after having the spell cast on them. If an Imbue spell of a higher Holy Proficiency is cast on a weapon with a lower Holy Proficiency spell cast, the higher Proficiency spell overrides the lower level spell.

Rain Storm – This spell creates a downpour of rain in the player's general area. This provides cover for characters moving in the area. For every level of Rain Proficiency, the spell gives +1 to any sneaking or hiding rolls.

Lightning Strike – This spell is primarily a damage dealing spell. It is single target and Disorients the target when struck. Disorient is explained above under the Warrior Ability section.

In addition to dealing damage, this spell may be used to destroy various objects in the world. An example would be a wooden door which is locked and cannot be opened. Note that using Lightning Strike to destroy things is likely to draw attention.

Befriend – This spell may only be cast on non-human characters. If successful, the non-human character becomes the casters dutiful friend and will follow the caster, essentially becoming a pet. The caster may utilize the pet for whatever purpose they choose including combat. It has whatever stats the GM decides it had when the caster encountered it.

For every level of the Animals Proficiency, the caster is able to cast Befriend on more powerful creatures. At level one they are able to cast Befriend on a small cat or bird. At level five they are able to cast Befriend on a large Wolf or Panther.

This spell cannot be cast on Necromancy Beasts.

Mind Control – This spell allows the caster to take control of the targets mind for a short period. For the caster to be able to cast the spell they must compare $\frac{1}{2}$ their MAG attribute against the targets PER attribute. If $\frac{1}{2}$ their MAG is equal or greater to their targets PER they may cast the spell on their target. If the spell is successful they deal damage according to the above Damage formula and may take control of two of their targets actions. Once the target has finished both actions they cease to be under the control of the caster. Targets will still perform their normal actions unless the caster uses their two control actions to change what they are doing.

For every level of the Mentalist Proficiency the caster may add +1 to their MAG attribute when comparing it to their targets PER.

Mind Control may be cast as a Defensive Spell, however, the caster may not change an action the target has already begun. For example, if an enemy is swinging a sword at the caster, they may use Mind Control on the enemy but the sword swing will still continue as they are already swinging the sword. The caster is able to choose what the enemies second action will be but cannot force the enemy to use a second attack action.

Character Creation – Attributes

Attributes determine a characters innate characteristic's such as their physical strength, or how well they interact with other people. Each player is given 50 points to spend in the following 6 attributes. The maximum points allowed in any attribute are 18. The value of each attribute determines what dice a player rolls when using that attribute. A chart of the attribute value and its corresponding dice is found under Actions.

STR – Strength – Important for Warriors. Strength determines how much power a player can put behind any physical activity. This could include swinging a sword, drawing a bow, lifting large objects or other physical actions.

MAG – Magic – Important for Mages. Magic determines how strongly a character can manipulate magic. When using any spell the caster uses this attribute to determine if they were successful in casting it.

AGI – Agility / Speed – Agility determines how rapidly a player is capable of moving and how well they can hide. It is used when determining actions such as successfully sneaking past a guard or dodging an attack. This attribute is also used to determine turn order.

CHA – Charisma – Charisma is a characters ability to talk to other people. This could include negotiating a price on an item, gaining information from someone or convincing others to do something.

PER – Perception – Perception determines how aware someone is of things around them and what they see or discover when they actively look around or investigate. It also is used when attempting to decipher a plot or what actions a person might make. This attribute, if higher than Agility, may be used to determine turn order instead.

TEC – Tech – Tech is used to determine how good someone is with their hands at small actions as well as their knowledge of how things work. It will be used when determining whether someone was able to pick a lock, repair a broken item or build a new item.

Character Creation – Character Backstory

Characters in Mindale may come from many different backgrounds. Did you grow up in a vast city or were you a child of Mages living in the Great Forest? Do you follow King Lanomir faithfully or do you believe him at fault for the Necromancy troubles harming the regions? Was your family killed by Kings Soldiers for suspected Magic use or has every male in your family been a dutiful Kings Soldier?

A characters backstory is important for the purposes of role playing and future decision making. Players should answer the following two questions prior to beginning play. Be aware that a player who despises Mages may need to make some concessions considering their own party members may be Magic users.

1. What is your opinion of King Lanomir?
2. Do you believe Magic is evil and should be stamped out?

Players are also encouraged to create a short backstory for their characters. Where did you grow up? How has the division between the cities and outskirt towns affected your life? What experiences have you had with Magic or Kings Soldiers which has led you to have the beliefs and opinions you currently have?

Character Creation – Money

In the Empire of Mindale money is an important bartering tool. While many people still barter with common goods and services money is almost always an accepted substitute. Copper, Silver

and Gold coins are printed by the King's Treasury regularly. 100 Coppers equal 1 Silver. 100 Silvers equal 1 Gold.

Below is a list of common prices for some common items to give you an idea of the value of various items and money.

Item	Cost
Soup and Bread	10 Copper
Room in an Inn	50 Copper / Night
One Handed Sword	10 Silver
Two Handed Sword	15 Silver
Longbow	15 Silver
Dagger	5 Silver
Horse	1 Gold
Sell Sword	1 Silver / Day

Money may be acquired in many ways. Some examples of ways to make money are stealing, trade or completing quests. It is also possible to find money while adventuring in many different ways.

New players begin the game with 10 Silver. This should be denoted on their Character Sheet.

Actions

Actions - General Actions

Outside of combat, or any other turn order important situation, a player may take whatever action they want in any order and may do so however many times that they choose.

During combat, each player has 2 Action Points they may use. These actions will often be things such as moving, attacking, casting a spell or healing party members. A player may not choose to attack twice unless they are dual wielding one handed weapons. A player may only cast one spell per turn unless the spell specifies that it may be cast multiple times per turn.

Minor actions such as drawing a sword or turning your facing must be declared during play but do not use one of the two Action Points.

Actions - Action Dice Rolls

Certain actions require a dice roll to determine if their action was successful. Simply moving during combat does not need a dice roll but more complex actions like attacking or hiding do require a dice roll.

Dice Attribute Table

Attribute Value	Dice Rolled
1-3	D4
4-5	D6
6-7	D8
8-9	D10
10-13	D12
14-17	D16
18	D20

When determining whether a player succeeds at an action, that player will roll a dice depending on the controlling attribute. The above chart shows which dice they would roll based on what their attribute value is.

Ex. John is playing a Warrior and has a STR of 14. He attempts to lift a beam which has fallen on one of his party members. Because his STR is 14 he rolls a D16.

The following chart shows what a particular dice roll means as far as how successful a player's action was.

Outcome Table

Roll	Outcome
1	Critical Failure
2-4	Failure
5-9	Narrow Success
10-19	Success
20-24	Positive Success
25	Rare Success

Critical Failure – You have failed your action so horribly that something very strange has happened. You may have injured yourself, a party member or any other available target. You may have even fallen through an unseen pit and are now stuck in a cavern far below your party.

Failure – Your action was entirely unsuccessful but nothing else has occurred.

Narrow Success – Your action was successful but just barely. You may have jumped over a chasm but you landed funny and sprained your ankle. +1 to any defensive rolls against your action.

Note that the negative effect may persist as long as the GM chooses. For example, if a character has become injured the negative effect would likely persist until the character receives healing of some kind.

Also note that the GM is able to decide any negative effect they choose. It may or may not include a + or – to any rolls or outcomes.

Success – Your action was successful but nothing else has occurred.

Positive Success – Your action was successful and you completed it with grace. You may have fired an arrow at an enemy which hit a vital organ dealing additional damage. +1 to any damage dealt from your action.

Rare Success – Your action was not only successful, it was nearly a miracle. You may have been using your pitiful healing spell on a party member but something clicked and you healed them completely. +1 to a Weapon or Spell skill of your choice permanently.

Note as above with Narrow Success that any positive outcomes from a Positive or Rare Success is entirely up to the GM and any roll, outcome or skill modifiers are dependent on the GM. The above are simply examples.

Actions - Turn Order

To determine who is able to act first in a situation where turn order is important such as combat, players compare either their AGI or their PER; whichever is higher. Whoever has the highest value for either Attribute will act first. Use this to determine in what order enemies are able to make Actions as well. If any player or enemy has the same value for their chosen Attribute they will each roll a D6. Whoever rolls the highest number acts first. In the case of a tie roll, roll again.

Ex. Two players enter a cavern and are attacked by a Giant Spider. Player one has 12 AGI and 14 PER. They will use the 14 PER to determine their turn order. Player two has an AGI of 13 and a PER of 4. They will use the 13 AGI to determine their turn order. The Giant Spider has an AGI of 8 and a PER of 16. The Giant Spider will use the 16 PER to determine its turn order.

In this example the turn order will go Giant Spider with 16 PER, Player one with 14 PER and finally Player two with 13 AGI.

Note that in the case of sneak attacks or other surprise situations the GM may declare that a character, whether it be a friend or foe, may act first even if their AGI or PER is far below that of anyone else.

Actions - Delaying Actions

If a player chooses to do so they may choose to act later than their AGI or PER would normally allow. If they do this they forfeit whatever position they would normally have in that particular encounter. Whenever they begin their turn that becomes their place in the turn order for that encounter.

If the player wants to get back to acting first they must forfeit a whole turn order of actions and will then begin the following turn by acting first.

Ex. Player one has a PER of 18 and would normally move first as the next highest PER or AGI in their encounter is 15. Player one wants to wait and see what their enemy is going to do. They elect to wait until after their enemy has acted to use their turn.

Actions - Interrupting Actions

In some cases a player may be able to interrupt another characters actions.

Ex. Player one is hiding behind a large box and is hoping to attack a Bandit as it runs towards one of his party members and past the box. He may choose to forfeit his first position for this encounter. He may now begin his turn at any point he chooses but will be forced to remain at that turn order unless he forfeits a whole turn as explained above in delaying actions.

Note that the GM must determine if a player is capable of interrupting another's actions. In the above example they are allowed to interrupt as they would be sneak attacking the Bandit without its knowledge. An example when a player could not choose to interrupt an enemy's action is if an enemy is swinging their sword at the player. The player could not interrupt the enemies attack action and attempt to move out of range of the sword swing.

Combat

Combat - Attacking Actions

During combat, players determine the turn order. They then declare their actions in that order. To attack, a player must declare who they are attacking and whether they are using a standard attack, a Weapon Ability or casting a spell.

During attacks, the defender has an opportunity to defend themselves against the attack. Once a player has declared an attack action the defender then has four options. They may block, dodge, cast a defensive spell or absorb the attack. Note that blocking, dodging and defensive spells use one of the defenders actions for that game round.

A player may not choose to attempt multiple defensive actions if one is unsuccessful and they still have Action Points remaining. This means a player may not attempt to block, be unsuccessful and then attempt to dodge.

Combat – Blocking Melee Attacks

When a defender is attacked by a melee weapon they may choose to block. To do so they must first be holding a weapon or other object which they can use to block.

To determine the outcome of a block both the attacker and the defender will roll a dice based on their STR following the chart above from Dice Attribute Table under Actions. They will then add the defensive stat from their weapon or item they are blocking or attacking with to their roll. If the defenders roll is higher than the attackers they have successfully blocked and will take no damage.

If the attackers roll is higher than the defenders than they have thwarted the attempt to block and successfully hit them with their attack. To determine damage dealt, move to the Taking Damage / Absorbing an Attack section below.

Combat – Blocking Ranged Attacks

When a defender is attacked by a ranged weapon, such as a Bow or Throwing Knife, they may choose to block. To do so they first must be holding an object capable of blocking a projectile weapon. They then roll a dice dependent on their AGI following the chart above from Dice Attribute Table under Actions. Any blocks made with small objects such as swords, one handed or two handed, suffer a -5 modifier to their AGI roll. Any blocks made with a Small Shield suffer a -2 modifier to their AGI roll. Any blocks made with a Large Shield gain a +2 modifier to their AGI roll.

If the AGI roll is successful, they have blocked the ranged attack and will take no damage.

If the AGI roll is unsuccessful they have been struck by the projectile and must take damage. To determine damage dealt, move to the Taking Damage / Absorbing an Attack section below.

Combat - Dodging

When a defender is attacked they may choose to dodge. To do so simply declare that you are attempting to dodge the attack.

To determine the outcome of a dodge, the defender rolls a dice based on their AGI Attribute. Any roll has a -5 modifier applied to it. Check the roll, with modifier applied, against the Outcome Table. The GM will then declare the outcome based on the roll compared to the Outcome Table. If the dodge is unsuccessful move to the Taking Damage / Absorbing an Attack section below to determine damage dealt.

Combat - Casting Defensive Spells

If the defender has the ability to cast a defensive spell they may choose to do so simply by declaring they will be casting a defensive spell and stating which spell they will be casting.

All spells have a description of how they are used under their description. Please refer to this information to determine the outcome of a defensive spell cast.

To determine if a spell cast was successful, the caster rolls a dice depending on their MAG Attribute. This value is compared to the Outcomes Table. The GM will then declare, based on the roll, whether the spell was successful or not.

A Mage may choose to cast a Defensive Spell on a teammate as their teammate is being attacked. The caster must have decided to delay their actions until later in order to do so. This means a Mage may not cast a Defensive Spell prior to their turn in the turn order, however, they may choose to delay casting any spells and then cast a Defensive Spell later.

Combat – Taking Damage / Absorbing an Attack

A defending player may be forced to absorb an attack if their block, dodge or defensive spell cast was unsuccessful.

When a player is attacked they may also choose to absorb the attack. This means they are not choosing to or are unable to take any defensive actions and are trusting in their armor to protect them.

To determine the outcome of absorbing an attack the defending player rolls a D20. They then add the Defense modifier found under the description of their armor. If any prior defensive

spells, which increase a players Defense, are in effect the Defense modifier for that spell will also be added to the roll.

The attacking weapons Attack value will then be compared to the Defense roll. If the weapons Attack value is greater than the Defense roll, the defending player takes damage equal to the difference between the two rolls.

Ex. Player one has been hit by a Two Handed Sword which has an Attack value of 25. They roll a D20 and get a 13. They then add their armors Defense rating to this number which is 5, giving them a total Defense roll of 18. The Two Handed Sword's Attack value is 7 higher than the Defense rolled. This means Player one takes 7 damage.

If the Defense roll is greater than the attacking weapons Attack value the defender takes no damage.

Combat – Casting Offensive Spells

Any spell that is not a Defensive Spell is an offensive spell. In order to cast an offensive spell the caster must declare they are doing so. They will declare the target of their spell and roll a dice depending on their MAG Attribute. This value is compared to the Outcomes Table. The GM will then declare, based on the roll, whether the spell was successful or not.

Generally the target of a magic spell is not able to defend against the spell. They simply take damage equal to whatever the spell Abilities Damage value is. There are a few items known in the empire of Mindale which can defend against magical spells, such as the Robe of Light.

Combat – Dual Wielding Weapons

If a character is holding two one handed weapons, one in each hand, they are able to use an attack action for both of their actions. This represents the ability to swing both weapons simultaneously. In order to do so, the attacker declares that they will be attacking with both of their weapons and must declare a single target.

The defender is able to declare a defensive action but may only block against one of the weapons. If they choose to dodge they will either dodge both attacks or none. If the defender chooses to block they must declare which weapon they will be blocking. To determine the outcome of the block, refer to the Blocking section above. The second attack cannot be blocked and deals damage normally as described in the above Taking Damage / Absorbing an Attack section.

Combat – Death

If at any time a characters health reaches zero they die immediately. They may not take any further actions nor may they be healed or brought back to life in any way.

Other Rules

Progression

At the end of every role playing session, every participating player may increase one of their Weapon Skills or Magic Proficiencies of their choice by one level. Every player's maximum health also increases by 5.

Building / Repairing

The TEC attribute controls a characters ability to build or repair items. In order to build or repair something, the person trying to do so must first have the materials required. These materials could vary greatly depending on what the player is attempting to do. It will be up to the GM to determine if they have the required materials. The person attempting to build or repair something will be required to justify why they believe they have the necessary materials to accomplish their goal.

Ex. Player one wishes to forge themselves a Plate Chest armor piece. In order to do so they first must have the materials. They would likely need a forge in which to melt and work metal. Assumedly there would also be various tools in the forge they would need to build the armor. One might be able to rent the use of a forge from a local blacksmith. They would also need steel in a large enough quantity to build a chest piece. Lastly they would need leather rope, or some other type of rope to combine the various pieces of armor into a full chest piece.

Once they have acquired the necessary materials the player would roll a dice based on their TEC attribute on the Dice Attribute Table. Based on their roll against the Outcome Table, the GM would then inform them of their success of failure.

It is possible for a player to gain modifiers to their roll. For example, if the player forging the chest piece was doing so under the supervision of a master craftsman, they may gain a bonus to their roll.

Beginning Scenario

The following scenario is a starting point for a group who has never played this game before or who just wants a basic starting point to begin their adventure. If the players choose to use this scenario the GM should read this scenario aloud to the players to begin the game.

Your party has gathered at a local Inn, The Wines Hog. It is the first building in a small town named Orickmire, on the southern outskirts of Mindale. You are all sitting together at a large round table in the back of The Wines Hog. It is dark and rainy in the late evening. There are a few other patrons drinking and dicing in the common room but they steer clear of your group. There is a bright flash out the front window and you can hear shouting. Everyone in The Wines Hog stops everything and seems to hold their breath. Heads turn to the front window, apprehensive of what they know is going on.

The front door of The Wines Hog bursts open as a man wearing a robe of fire enters. He is breathing heavily, short of breath, and there is blood running down his left arm, dripping onto the wooden floor. "Help me." the man begs. "King's soldiers... They're going to kill me." The flaming man stumbles farther into The Wines Hog towards your table. As he nears, three Kings Soldiers enter The Wines Hog.

"Necromancer, come with us, or we will cut you down here and now," the largest soldier says.

"I am no Necromancer Commander." The flaming man says. "If you were not so wool headed you might realize what you do is murder."

"Murder or not, it is the King's laws and I am sworn to uphold them," the large soldier says.

The flaming man looks around the room, meeting each of your eyes in turn and says, "Will no one help me? You know this is murder. I am no Necromancer!"

The large soldier quickly adds, "Anyone who assists this convict will be put to death alongside him."

Now your party must decide, help the flaming man and risk life and limb or help the King's Soldiers and put a known Mage to death. Helping the man could lead to pursuit by more King's Soldiers but can you watch them butcher a man in front of your very eyes?

The conflict between the King and Mages has been ongoing for years. The empire begs for a resolution to be found. You could stand up for Mages and attempt to sway the King to reason by starting a peaceful movement pleading for a respite, or begin a revolution to overthrow the King.

In contrast you could begin your own quest for blood and glory by vanquishing all Mages who still live. However, you must be careful, as some of your own party may be capable of magic.

One cannot forget the other threat posed by the evermore common stories of Necromancy. You could go on a quest to destroy all Necromancers, utilizing Mages or not as you go.

Bestiary

There are many creatures in the empire of Mindale. Below some of the more common creatures are listed. They are broken into three sections, Common Beasts which are non-magical creatures one might find throughout the empire.

Necromancy Beasts, which are Common Beasts that have been captured and possessed by Necromancers. These beasts may be easily identified as they have the same shape as Common Beasts but are seemingly made of dark black fire. Their bodies roil with what looks like flame, however, it is pure black and is said to dim nearby light. These beasts are immune to common weapons such as swords or arrows. They may only be killed with magic spells or magically imbued weapons. Be very careful when encountering these creatures as they are much faster than their unpossessed brethren and are much stronger. The Necromancer who has possessed them is always close by.

Lastly are Shadow Runners. These are not beasts but are in fact humans who have been captured by Necromancers and possessed by powerful spirits. It is impossible to tell a Shadow Runner from a normal human as they have no distinguishing attributes. They are however, extremely fast and strong. They are without equal in combat, able to move silently, hide almost anywhere and are extremely perceptive. They always carry daggers or very short swords and always wear light armor if any at all. Shadow Runners loyalties are always to the Necromancer who has possessed them, however, they often ignore any who do not interfere with their specific goal. They care not for any man as long as they are not in the way of them accomplishing their task.

Note that all creatures, excluding Shadow Runners, do not have a TEC Attribute as they are animals and are not capable of building or repairing things.

Bestiary – Common Beasts

Wolf	Bear	Great Falcon	Panther	Wood Elephant
STR – 12	STR – 16	STR – 8	STR – 10	STR – 18
MAG – 0	MAG – 0	MAG – 0	MAG – 0	MAG – 0
AGI – 12	AGI – 10	AGI – 14	AGI – 14	AGI – 6
CHA – 0	CHA – 0	CHA – 0	CHA – 0	CHA – 0
PER – 12	PER – 10	PER – 14	PER – 14	PER – 8
Health - 15	Health - 25	Health - 10	Health - 15	Health - 45

Bestiary – Necromancy Beasts

Black Fire Wolf	Black Fire Bear	Black Fire Falcon	Black Fire Panther	Black Fire Elephant
STR – 16	STR – 18	STR – 14	STR – 17	STR – 18
MAG – 10	MAG – 10	MAG – 10	MAG – 10	MAG – 10
AGI – 16	AGI – 14	AGI – 18	AGI – 18	AGI – 12
CHA – 0	CHA – 0	CHA – 0	CHA – 0	CHA – 0
PER – 16	PER – 14	PER – 18	PER – 18	PER – 12
Health - 15	Health - 25	Health - 10	Health - 15	Health - 45

Bestiary – Shadow Runners

Shadow Runner's ignore turn order in combat and may attack in whatever order they choose.

Shadow Runner
STR – 18
MAG – 10
AGI – 18
CHA – 14
PER – 18
TEC - 10
Health - 30

Shadow Runner Weapons / Armor

Shadow Runners generally dual wield Daggers and often wear leather armor.

Shadow Runner Abilities

While Shadow Runners use normal weapons and wear normal armor they have abilities which make them much stronger than your average soldier.

They are extremely fast and are capable of closing distances twice as fast as any normal man. They are also extremely capable with their daggers or other small weapons. To represent this, they have additional actions in combat. Instead of having 2 actions like normal, they instead have up to 3 movement actions and 3 attack actions. Because they dual wield small blades and are so fast, a defender may only defend the first attack. The following two attacks cannot be blocked, dodged or defended with Defensive Spells.

Additionally, they may take their various actions in whatever order they choose. This means they could move to one player, attack them once, move to another player, attack them once and then move to a third player and attack them once. Note that every player will have the opportunity to defend the first attack per turn from a Shadow Runner. In the above example, all three players would be given the opportunity to block each single attack on them.

Peoples of Mindale

Apart from beasts or Shadow Runners, there are many people who populate the Empire of Mindale. Below are some examples of different types of people one might encounter during their time in Mindale. Stats as well as common weapons and abilities are listed as well. Note that listed health values take into account any armor or other items the person may be carrying. Players do not need to adjust Health values depending on a person's equipment unless they choose to do so.

Common Man

Common Bar Keep	Common Farmer	Common Merchant
STR – 6	STR – 12	STR – 4
MAG – 0	MAG – 0	MAG – 0
AGI – 6	AGI – 6	AGI – 4
CHA – 8	CHA – 5	CHA – 14
PER – 8	PER – 6	PER – 10
Health - 5	Health - 5	Health - 5

The common man of Mindale may have many different loyalties and goals. You never know who will support Mages in hiding or who might sell them to the nearest King's Soldier. They may be happy to help a weary traveler or they could just as easily club you over the head and steal all your coin.

Mage in Hiding

Young Mage	Adult Mage	Learned Mage
STR – 6	STR – 10	STR – 10
MAG – 8	MAG – 12	MAG – 14
AGI – 6	AGI – 8	AGI – 8
CHA – 8	CHA – 10	CHA – 12
PER – 8	PER – 8	PER – 10
Health - 8	Health - 10	Health - 10

One must always be careful of rogue mages. There has been an increase in Necromancy due to the hostility towards Mages in general. It is nearly impossible to tell a common Necromancer from a common Mage.

Mages are able to learn any of the listed player Proficiencies and Abilities above in their respective sections.

Mages generally wear Magic Robes, and carry daggers or other small hand to hand weapons.

Necromancers

Young Necromancer	Adult Necromancer	Learned Necromancer
STR – 8	STR – 12	STR – 12
MAG – 10	MAG – 14	MAG – 16
AGI – 8	AGI – 10	AGI – 10
CHA – 6	CHA – 4	CHA – 4
PER – 10	PER – 10	PER – 10
Health - 8	Health - 10	Health - 10

Necromancers, in general, are stronger than Mages. This is due to the evils that have taken root in their bodies. They may learn any of the listed player Proficiencies and Abilities above in their respective sections. In addition they may be accompanied by various Necromancy Beasts or even a Shadow Runner.

Necromancers will generally leave others alone unless they are threatened. They often have specific goals and will focus on achieving those goals. They are known to raid small villages, carrying off those left alive to be used in evil ways.

Necromancers generally wear Magic Robes, and carry daggers or other small hand to hand weapons.

King’s Soldiers

Common Soldier	Commander	Lord Commander
STR – 8	STR – 12	STR – 14
MAG – 0	MAG – 0	MAG – 0
AGI – 8	AGI – 10	AGI – 12
CHA – 6	CHA – 10	CHA – 12
PER – 8	PER – 10	PER – 14
Health - 10	Health - 20	Health - 30

King's Soldiers uphold the laws of the Empire. They are generally honorable men and will help those in need, however, they will pursue Mages above all else. Under nearly any circumstances, they will attempt to kill any mages found.

King's Soldiers almost always carry One Handed Swords and Small Shields. They also almost always wear Chain Armor. Particularly rich or high in command Soldiers, such as Lord Commanders may be seen wearing Plate Armor and may have special Imbued weapons.

Sell Swords

Swordsman	Bowman
STR – 10	STR – 8
MAG – 4	MAG – 4
AGI – 10	AGI – 12
CHA – 4	CHA – 4
PER – 10	PER – 12
Health - 15	Health - 10

Sells swords may be found throughout Mindale. Their loyalties often lie with whoever has the most coin.

Sell Swords may be equipped with just about any armor or weapons.

Lords of Mindale Character Sheet

Character Name:

Player Name:

Class:

Skills

Health -

Attributes

Name	Level

STR -
MAG -
AGI -
CHA -
PER -
TEC -

Carried Weapons

Armor

Helm -
Torso -
Legs -
Arms -
Feet -

Current Robe
If Applicable

Backstory /
Additional Items / Notes

Money -

