Preface

Please note that all features presented here are in early development and subject to change. A lot of features are also currently missing. We are undergoing playtests and balance changes.

Introduction

There are 5 facets of magic, each one draws power from one of the five external realms. All spells and magical phenomena originate from one of these realms, or a combination of them. Mages are able to focus and channel the energies where the realms cross into the material realm to fuel their magic. As such, each type of magic is stronger in different places in the material realm, places where the magic crosses over. These places are called ley-lines or overlaps.

Shadow Realm

The Shadow Realm is a place of opposites. There is light and dark, up and down, good and evil. The Shadow Realm is about contrast; yes, there is shadow, but there is also light, for one cannot have shadow without light. Just as one cannot have good without evil. The Shadow Realm deals with boundaries, and this forms the essence of Shadow Magic.

Fae Realm

The Fae Realm is home, as the name suggests, to the Fae. They deal not with logic, but raw emotion. Their rage can cause volcanoes to erupt, their sorrow can call forth a thunderstorm. As such, the Fae Realm forms the essence of Elemental Magic.

Elysium

Elysium is the realm where the souls of the dead go to rest. As such, magic from this plane deals with life and death, souls and blood. Life magic can heal wounds, or inflict them.

Dreamworld

Dreamworld is a world where everyone visits, at least mentally, in their dreams. The Dreamworld is deeply tied to psychic energy, and control of the mind.

Olympia

Olympia, or the Astral Realm, is where the Gods reside. They deal in logic, law and order. They define reality. As such, magic from this plane can shape the fabric of reality, bending and crafting both space and time.

The Pentagram and the Five-Fold Cosmology

The pentagram represents the cosmology of the universe. At the top you have Thurisaz, representing the Shadow Realm, creator of boundaries. On one side you have Mannaz and Berkana, representing Dreamworld and Elysium respectively. Life and Psychic, Body and Soul, Physical and Mental. The other side has Hagalaz and Raidho, representing the Fae Realm and Olympia respectively. Elemental and Reality, Emotion and Logic, Chaos and Order. And in the centre is Eiwaz, representing the Material Realm, where the 5 planes all converge.

Most people are unable to wield magic in any form, and those who can are often only able to harness one facet. Two-Facet mages are extremely powerful. Rumours exist around mages able to harness Three or more facets, but they are yet to be verified.

Lore

Athenora

Athenora is a city-state of approximately 23,000 people. It is located on the southern peninsula of Apokryfos.

It has a mine where magical crystals are found, called Athenoran Crystals. These purple crystals enhance shadow magic with an endothermic reaction.

Athenora is also home to the Athenoran Arcane University, where the magical properties of these crystals were discovered and studied.

The 500 soldiers of Athenora wield enchanted weapons and are specially trained in a technique that only works with the crystals.

Places of note

- The Castle
- Athenora Arcane University
- Trixie's Trinkets

People of note

- Queen Emily
- Mackey Aveli
- Trixie Treesky
- Anabelle

Skill Checks, Attacking, and Combat

Skill Checks and Attack Rolls

The player says what they want to do, and the GM basically states the percentage chance of it succeeding. The player then rolls a d100 and has to roll equal to or below that number. So for a 90% chance they need to roll 90 or below. A 1% chance requires a 1. And a 100% chance will always succeed because you will always roll 100 or below.

Proficiency in certain skills will increase your chance of success. This chance can never go beyond 100%. For example, the GM says the chance of success is 20%, but your proficiency gives you +5% chance. Your new chance is 25%. You can also find enchantments and spells that can boost your chance of success… or reduce them!

Combat

Each round of combat is 10 seconds. Any spells or abilities that last for 1 minute therefore last for 6 rounds.

You get 5 Action Points that replenish at the start of each of your turns. Certain abilities and attacks may use 1 or more Action Points. Any Action Points you don't use on your turn can be used for reactions that you can choose to trigger when the required circumstances arise.

To Hit
Everyone has a "Hit Chance". This is the chance that any attack against them will hit.

Example: A mage has a 60% Hit Chance. This means any attack against them has a 60% base chance to hit (excluding modifiers). This is split into Melee, Ranged, Melee Spell, and Ranged Spell.

Armour does not affect Hit Chance, but reduces damage taken. Armour has its own percentage which determines whether a hit against a creature hits the armour.

Example: A Warrior has a 75% hit chance, but 25% armour. This means you need to roll a 75 or lower to hit. A roll of 51-75 will hit the armour, while a roll of 50 or less will not.

Certain armours have weaknesses against different weapons/ammunitions. An example would be if an Armour Piercing round was used, it would deal full damage against an armoured opponent.

You add your modifiers to the base Hit Chance to determine the roll needed. Example:

A dinosaur has a 60% Ranged Hit Chance with 15% Armoured Scales.

You fire a crossbow.

You are trained with the crossbow (+10%), spent an Action Point to aim (+5%), but you are injured (-5%). The new Hit Chance for your attack is 70% (15% Armour)

You roll. 94. The attack misses.

You attack again, as this crossbow can fire multiple arrows before needing to reload. This time you don't have enough Action Points to aim, so the Hit Chance is 65% (no longer getting the +5% from aiming).

You roll. 7. This hits the dinosaur, bypassing its armoured scales.

Attack
You swing with a melee weapon or shoot a ranged weapon. This costs 2 Action Points. Some classes may get a reduction in action cost at higher levels/prestige

Movement
You can spend 1 Action Point to move up to your movement speed. You can spend as many actions on movement as you have available (maximum 5). Most species have a movement speed of 5 metres. Some abilities/spells/features let you increase this movement speed, this speed is based on the average human walking speed of about 2.5m/s

Hide
You can spend 1 Action Point to hide behind cover

Aim
If you have a ranged weapon, you can spend 1 Action Point to aim, increasing your chance of hitting and of getting a critical hit

Reload
Certain weapons require reloading after being fired. This costs 1 Action Point.

Dodge
You can use 1 Action Point to dodge as a reaction to an attack. This reduces the chance of getting hit.

Block
Instead of dodging, you may choose to block an attack as a reaction, using 1 Action Point. Depending on what you use to block the attack (a shield, a gauntlet, another enemy, etc) the damage dealt to you will be reduced.

Counter-Attack
Upon successfully dodging or blocking an attack, you may spend another Action Point to launch a counter-attack.

Casting a Spell
Casting a spell typically requires a number of Action Points equal to twice the number of facets in the spell (maximum 2 facets). Some spells also require Action Points to be spent every turn in order to keep the effect active.

Character Creation

Each Species, Class, and Archetype come with optional cards. These contain features, abilities, and spells. You start with a certain number of cards, and each level up you gain more, and can swap out cards. This means that two players can play the same race, class, and archetype and still be completely unique.

At level 1 you choose 2 Species cards and 2 Archetype cards. These Archetype cards can either be Class cards, Facet cards, or Spell cards. Some cards have a level requirement, and some require you to be a certain class and facet (for example elemental-mage).

Species

Lotl

Base Features:
+5% to Life Magic, +5% to Elemental Magic

Blind: Lotl are born naturally blind, however their seismic sense feature prevents them from suffering most of the negatives of blindness. Lotl are still unable to detect things off the ground, determine colour, or read most text.

Seismic Sense: Lotl can sense vibrations in the water and ground around them, allowing them to detect nearby objects and creatures (as long as they’re in contact with the same medium as them; water or ground). This feature also allows them to sense creatures through walls and lets them detect invisible creatures.

Water Breathing: Lotl are able to breathe both air and underwater

Swim Speed: Lotl can swim twice as fast as non-aquatic races

Optional Features (cards)

Friendly Healing: Once per day when you are below half your maximum hit-points, you can use an action to heal yourself and an ally you can see within 30ft by a number of d6 equal to your level.

Cuteness Overload: Lotls are known for using their cuteness to get out of sticky situations and to get away with things. You gain +5% in Persuasion and Deception.

Human

Base Features:
+5% to two different skills/magics of your choice

Jack of All Trades: once per day you can gain a +10% on any skill check.

Elf

[Coming Soon]

Dwarf

Known for their engineering, specifically for using Firedrake blood running through a pipe system to provide a sort of central heating!

[Coming Soon]

Mow

Cats!
Base Features:
+5% to Perception, +5% to Shadow Magic

Claws: Mow sport razor sharp retractable claws, increasing the damage of their unarmed attacks and allowing them to climb twice as fast as most other races.

Natural Grace: Mow have extraordinary balance and positional awareness. This makes them take half the normal amount of fall damage and allows them to move at full speed while sneaking without any consequences.

Optional Features (cards)
Down With You!: Once per fight when making a melee attack you can choose to also knock your target off their feet.

Raccari

Raccoons! Also known as Maskin, although this can be considered derogatory.
Base Features:
+5% to Stealth, +5% to Shadow Magic

Darkvision: raccari people can see perfectly fine in the dark

Skittish: when attacked you gain a temporary speed boost

Hardy: you have resistance to poison and disease

Optional Features (cards)

Trickster Mage: you naturally know how to use magic and your cunning to gain the better of others. You gain +5% to Deception and Psychic magic.

Infernal

[Coming Soon]

Astrae

[Coming Soon]

Faeborn

[Coming Soon]

Goblin

[Coming Soon]

Lizardfolk

[Coming Soon]

Classes

There are 3 classes, each with archetypes related to a facet of magic. Once you reach level 10, you can Prestige, and add a second facet!

Warrior

Strength: d12
Dexterity: d8
Vitality: d12
Intelligence: d6
Charisma: d6
Mana: d4

Elemental Warrior - Berserker
Rage: temporary melee damage boost

Life Warrior - Paladin
Cleanse and Purge: Once per day when you make an attack action on your turn, you can cast a Life spell on the same turn for 0 Action Points.

Reality-Elemental Warrior - Astral Blademaster (prestige class)
Arcane Blade: Once per combat when you hit with your melee weapon, you can cast an offensive spell on the same turn for 0 Action Points.

Shadow Warrior - Void Guardian
Shadow Aura: You and allies within 10ft gain shadow armour in addition to your normal armour. You and your allies count as proficient with this armour, and the armour is worth 5 armour points.

Psychic-Shadow Warrior - Dream Guardian (prestige class)
Calming Aura: You put yourself and nearby allies at ease, granting advantage against fear, hypnosis, and psychic attacks.

Scout

Strength: d6
Dexterity: d12

Vitality: d4
Intelligence: d8
Charisma: d10
Mana: d8

Shadow Scout - Voidstalker
Shadow Step: You can start your turn by teleporting over to an ally within 100ft. You can use this feature a number of times per day equal to your level.

Elemental Scout - Monk
Elemental Step: You are unslowed and unharmed by most terrain, even extreme ones such as lava, pools of acid, freezing ice and more. Additionally you can walk on water.

Life Scout - Ranger
Ranger's Mark: Choose a target within 100ft, whenever this target takes damage from any source they'll receive 10HP. This feature lasts for 1 minute and can be used once per day.

Psychic-Shadow Scout - Dreamstalker (prestige class)
Sleight of Mage: Once per day when casting a spell, you can choose to cast it from the position of another creature within 50ft, making it as if they casted the spell.

Scout Optional Cards

Concealed Blade -
Grappling Hook -
Smoke Bomb -

Mage

Strength: d4
Dexterity: d8
Vitality: d8
Intelligence: d12
Charisma: d6
Mana: d12

Elemental Mage - Sorcerer/Wizard
Elemental Preference: choose a specific element, you deal 10% more damage with that type and take 10% less damage from it.

Shadow Mage - Voidweaver

Spell Weave: Once per day you can choose two targets within 100ft to magically bind. Whenever one of them is affected by a spell, so is the other. This lasts for 1 minute.

Life Mage - Cleric/Druid
Empathetic Healing: When you heal an ally, you will receive 10% of the healing back.

Reality Mage - Artificer
Machine Bond: You and your constructs fight extremely well together. You both gain a 5% damage boost when within 10ft of each other.

Psychic Mage - Psion
Mind Scribe: Once per day you can choose a target within 25ft, you briefly learn their magical abilities allowing you to cast a spell they know on your next turn as if you knew it.

Life-Shadow Mage - Necromancer (prestige class)
Undead Master: Undead under your command deal 10% increased damage against targets you've recently damaged

Psychic-Shadow Mage - Dreamweaver (prestige class)
All Sense: Once per day you can briefly experience all the senses of any creatures within 50ft of you, seeing and hearing all that nearby creatures are currently aware of. This lasts for 10 minutes.

The names for the archetypes are just suggestions, players are encouraged to come up with their own! For example, instead of Dream Guardian you might choose Dream Sentinel. Or instead of Voidstalker you may choose Voidwalker.

Ability Scores and Resources

Strength
Dexterity
Vitality
Intelligence
Charisma

Each class has their own die they use to measure each of these stats. For example, Warrior has d12 in Strength. When rolling for these stats, you roll this die twice, and use the higher result. When calculating your chance of success, you add your ability and skill scores to the chance.

Maximum Health Points = Vitality x Character Level

Mana

Spells have a mana cost. Mana replenishes on a rest. You can still cast spells when you have no remaining mana, but you suffer a casting penalty, and it instead drains your Vitality or Sanity (depending on the spell)

Sanity
Everyone's Sanity starts at 100 (unless background, backstory, or other story reasons influence this). Certain events/items/creatures may reduce or increase a character's Sanity.

At 0 Sanity, characters begin to go mad. They may see hallucinations, suffer from temporary affects, or other things the GM may decide. As Sanity further decreases, the effects become more severe, until it reaches -100, at which point the character is fully insane, and becomes an NPC under the GM's control

Skills

Foraging
Hunting
Scavenging
Tinkering
Alchemy
Knowledge - Arcane
Knowledge - Planar
Knowledge - Lore
Persuasion
Deception
Intimidation
Stealth
Insight
Leadership
Medicine
Knowledge - Local
Knowledge - Religion
Knowledge - Nobility
Knowledge - Nature
Crafting
Perception
Performance
Acrobatics
Athletics
Healing
Knowledge - Language
Sleight of Hand
Survival

Skill levels:

Untrained - 0
Novice - 1
Beginner - 2
Apprentice - 3
Trained - 4
Proficient - 5
Skilled - 6
Highly Skilled - 7
Professional - 8
Expert - 9
Legend - 10

Every level you get a certain number of Skill Points which you can add to skills of your choice. The level determines what you add to get your final success chance; Beginner is add 2%, Legend is add 10%

Rolling a 100 on the d100 is always a fail. This is a critical fail.

Rolling a 1 is always a success. This is a critical success.

Certain tasks may get harder or easier depending on how many successes/failures you had, or how far you rolled above/under target

Example 1:

When talking with nobility, for every successful Knowledge - Nobility check, the next check gets easier as the Nobility grow to like you

Example 2:

When lockpicking, for every 10 rolled above the success chance, the next attempt grows harder as the lock/lockpick gets bent slightly out of shape.

Spells

Spells are extremely flexible in this game. There is a set spell list, but players can also create their own spells. In this case, the player chooses what they want to do and the GM can decide whether or not their character can do it. Players can justify their spells by appealing to their character level, abilities, and facets. An example of how this might play out is below:

Player: “I would like to summon a shadow tendril to grapple the enemy. I have the shadow facet”

GM then decides whether or not the shadow facet along with player class and level gives them this ability, and assigns a success chance. In this case, the GM decides it's 40%.

Now you calculate the new success chance with player abilities, realm interactions, and other factors. Let's do an example:

40% (base chance) + 10% (player has shadow facet) + 20% (player is in shadowrealm) - 5% (player is injured) - 5% (spell is cast in combat) - 20% (not in repertoire)

Total chance = 40%

Player rolls a 32. Success! The shadow tendril successfully grapples the creature.

Once a custom spell has been successfully cast at least once, it becomes part of your repertoire, and you no longer suffer the 20% penalty for casting it.

When a character chooses spells from the spell list on a level up, they are automatically part of the character's repertoire. Any spells found via gameplay, such as via a spellbook, require being successfully cast once before becoming part of the character's repertoire

Coven Magic

There is a 'Magic Field' that permeates the cosmos. Spells and magical phenomena are simply vibrations in this field. As such, it is possible for a mage to 'counterspell' another mage's spell by creating their own vibration to cancel out the other mage's. It is also possible for multiple mages to work together and amplify their spells. This is the essence of Coven Magic.

Each spell has its own natural frequency. All members of the coven must channel the same frequency for the spell to work. If a single one of them is even slightly misaligned, it could fail or even backfire.

Spells

Resonant Echo
Requires facets: Reality, Shadow
You tap into unused branching timelines to create an easily-destroyed echo copy of yourself within range that has the ability to cast one spell. The echo lasts for 1 minute, until you use a bonus action to dismiss it, until it is reduced to 0 hit points, or until it casts a spell. You can use a bonus action on your turn to command the echo. The echo rolls its own initiative and follows any commands you gave it, otherwise it takes the dodge action. The echo cannot cast Resonant Echo. The echo has your ability scores and proficiencies, HP equal to twice your level, and vulnerability to all damage.

Toxic Tentacle
Requires facets: Life, Elemental
You throw a vial of acid at a point within range, and a slimy tentacle bursts out of the puddle that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 10 feet of the tentacle. On a hit, the target takes acid damage equal to 2d8 + your spellcasting ability modifier. Alternatively, you can use the tentacle to attempt to restrain a creature. If you do this, the creature is restrained on a failed Dexterity save against your spell save DC, and can attempt to break free at the end of each of its turns with a successful Strength or Dexterity save (creature's choice) against your spell save DC. The tentacle cannot attack or attempt to restrain a creature while it already has a creature restrained.

Seismic Sense
Requires facet: Elemental
You touch a willing creature and imbue them with the power to sense vibrations in the ground and pinpoint their location. This spell lasts for 10 minutes.

Branching Reality
Requires facets: Shadow, Reality
You glimpse the futures of countless branching timelines and collapse the wavefunction, selecting the most favourable outcome from those you witnessed.
When you make a d100 roll, roll twice and choose the better result.

Items

Spell Foci and Components

Using a focus or spell components reduces the physical cost of casting a spell.

Ash
The Ash tree has properties that enhance Life magic. Life mages will tend to use wands and staffs made of Ash wood. Healing potions are typically stirred using Ash spoons, and stored in barrels made of Ash.

Oak
Enhances Elemental-Life magic.

Sassafras
Enhances Psychic-Life magic

Black Walnut

Enhances Reality magic

Vine Wood
Enhances Psychic magic

Hawthorn Wood
Enhances Shadow Magic

Phoenix Ash
The ash of a Phoenix is known for its healing properties. It is also used for revival spells due to the Phoenix's ability to be reborn from death. This means that Phoenix Ash can be used to enhance Shadow-Life magic. Due to Phoenixes being reborn from fire, it is also possible that Phoenix Ash is a rare tri-component able to enhance Elemental-Shadow-Life magic.

Potions

Potions are drinkable magic, in a way. Most potions come in 3 tiers: basic, regular, and major. The higher the tier of potion, the greater the effect, but the rarer the ingredients and the more difficult and precise the brewing process is.

Here is a list of potions, their effects, and their ingredients.

Basic Healing - Heals minor wounds over the course of several hours to a day
Elderflower and tea, boiled in water.
This potion is very common considering the ease of brewing and the nature of the ingredients.

Regular Healing - Heals bigger wounds and takes less time to take effect
Elderflower, calendula, moonwater lily, quartz powder, moonwater
The quartz powder acts as an enhancer, allowing the full effects of the elderflower, calendula, and moonwater lily to be felt. Moonwater is the required solvent in order for the moonwater lily's effects to take effect.

Major Healing - This is the maximum potency, able to heal almost-fatal wounds and magical injuries.
Elderflower, calendula, moonwater lily, phoenix ash, quartz powder, honey, moonwater
The honey helps stabilise the potion. Phoenix Ash is well known for its healing properties and is the key ingredient for giving this potion its power.

Water Breathing
[Coming Soon]

Growth
[Coming Soon]

Shrinking
[Coming Soon]

Night Vision
[Coming Soon]

Invisibility
[Coming Soon]

Love
[Coming Soon]

Resistance
[Coming Soon]

Mind Reading
[Coming Soon]

Instant Death
[Coming Soon]

Polymorph
[Coming Soon]

Blessing
[Coming Soon]

Luck
[Coming Soon]

Petrification
[Coming Soon]

Mind Erasure
[Coming Soon]

Sleep
[Coming Soon]

Spontaneous Combustion
[Coming Soon]

Water Walking
[Coming Soon]

Gibberish
[Coming Soon]

Magic Items

Hammer of the Hordebreaker
[Coming Soon]

Chuckledusters
[Coming Soon]

Greatsword of Thunder
[Coming Soon]

Weapons

Revolver
[Coming Soon]

Cutlass
[Coming Soon]

Katana
[Coming Soon]

Xiphos
[Coming Soon]

Recurve Bow
Base accuracy: +10%
Base damage: 2d10

Longbow
[Coming Soon]

Creatures

These are the creatures currently being researched and adapted. Where research has begun, we have added short descriptions.

Alatheia - Shadow Realm
A creature that can never lie

Amaru - Astral Realm
A dragon-like double-headed serpent able to travel freely between realms

Aonbarr

Aqrabuamelu - Astral Realm
Body of a scorpion, head and torso of a human. They mark boundaries between chaos and order, life and death, or the mortal world and the divine

Arion

Banshee - Fae Realm

Basilisk
A small snake-like creature, 30cm long. It leaves a trail of lethal venom in its wake, and can poison with a single glance.

HP: 30
To hit (melee): 40%
To hit (ranged): 30%
To hit (melee spell): 40%
To hit (ranged spell): 30%

Immunities: Poison
Resistances: None
Weakness: Life Magic

Passive Abilities:

Venom Trail
The Basilisk leaves behind a trail of poison in its wake. This venom kills any plants it makes contact with, and deals 3d6 poison damage to any creature that touches it.

Actions in combat:

Movement
2AP
Move 5 metres

Bite (melee), +10%
2 AP
Deals 1d6 Piercing and 3d6 Poison

Poison breath:
3 AP, recharge 1 AP
Vitality Save (50%), AoE (10 metre cone)
6d6 poison on failed save, 3d6 on success

Poisoning Stare:
2 AP, 1 per round
Vitality Save (50%), single target that can see the Basilisk, 25 metre range
On successful save, nothing happens.
On a failed save, target takes 1d6 Poison damage

Beithir - Fae Realm

Bunyip - Material

Centaur

Chimera - Shadowrealm

Cyclops

Dragon

Dryad

Dybbuk - Elysium

Faerie

Faun

Giant

Gluttonous Hunger - Shadow Realm
The Gluttonous Hunger, or just Hunger, is a gaunt human-like creature with its skill pulled taut over its bones. It smells of death, decay, and decomposition. It is in a state of perpetual starvation - whenever it eats, it grows in size proportional to its meal. Thus, it is never satiated. Hunger doesn't have to be only food, though - it can be power, knowledge, territory, or something else. They can also possess people.

HP: 50
To Hit (Melee): 70%
To Hit (Ranged): 70%
To Hit (Melee Spell): 70%

To Hit (Ranged Spell): 70%

Immunities:
Resistances:
Weaknesses:

Passive Abilities:

Actions in Combat:

Movement
1AP
Move up to 10 metres

Claws
2AP

Bite
2AP

Possess
4AP, then 3AP per turn
The Gluttonous Hunger can attempt to possess a target (Target's Sanity must be negative). Target makes a Sanity save (50%). On a fail, target is possessed by the Gluttonous Hunger. On a success, target becomes immune to the Gluttonous Hunger's possession for 24 hours. Possession ends when target takes damage, or Gluttonous Hunger falls to 0HP. Target becomes immune to the Gluttonous Hunger's possession for 24 hours after possession ends.

Golem

Gorgon

Griffin

Huodou - Fae
A fire-eating and fire-breathing black dog

Hydra

Incubi

Kitsune

Kraken

Lepidora
A species of nocturnal humanoid moths.

Leprechaun

Medusa

Mengji

Merfolk

Minotaur

Morphei

Naga - Shadowrealm
A naga is a kind of Chimera: it is half-human and half-serpent. It can shift forms into fully human or fully serpent. They have multiple hooded heads. They live in and around water, and represent the healing and peaceful nature of water, and how water is essential for life. They also represent the destructive forces of water and flooding, fertility and venom.

Siren - Dreamworld
Powerful creatures able to control minds with the power of song

Eidolon - Astral Realm
Immortal supernatural humanoids who possess the powers of teleportation, healing, and turning invisible at will. They are known as astral duplicates, as they can take on the appearance of living or dead people.

Ogre

Ouroboros - Shadowrealm
These snake-like creatures roll around like a wheel: they bite their own tail. No beginning, no end. It represents the endless cycle of destruction and rebirth.

Pegasus

Phantasia

Phobetors

Phoenix

Pixie

Pseudologoi - Shadow Realm
A creature that can never tell the truth

Pseudologoi-Alatheia Chimera
A creature with a 50/50 chance of telling the truth or a lie

Púca - Fae Realm
A shape-shifting spirit known for bringing both wild mischief and unpredictable fortune

Satori - Dreamworld
An ape-like creature able to read thoughts

Satyr

Shadowplants
These plants absorb boundaries and contrast in a process known as shadowsynthesis. Therefore, a forest of shadowplants appears blurry, with the boundaries between each tree undefined - essentially, it blends together. Hands, feet, and faces of previous adventurers are blended into the bark… that whispering sound may not be just the wind.

Shangyang - Fae Realm
A one-legged rainbird known for predicting heavy downpours and floods by dancing on one leg

Skeleton - Elysium

Sphinx

Sprite

Succubi

The Shadowmen - Shadow Realm
A shadowy humanoid creature able to become invisible. Associated with obscurity. They have houses, weapons, tools, and society. When looked at directly, they become completely invisible, except for their shadow.

Unicorn

Xiezhi - Shadow Realm
A Xiezhi is a one-horned goat-like creature able to discern truth from lies and right from wrong. It allows those who are innocent to pass, and attacks those who are guilty.

Yaoguai - Fae Realm

Zombie - Elysium

Weather

Sunny/Clear - Visibility is near infinite.

Rain - Mud forms in areas with dirt or grass. Footsteps leave trails in the mud. Rain washes away blood/dirt from stone, wood, and other solid objects. Tracks fade quicker

Fog - Visibility low to zero. Easy to get lost and make wrong turns, increasing travel time.

Snow - Footsteps leave tracks. Snow fills In the tracks within a couple of days. Travel time is slower the deeper the snow, unless adequate shoes are worn, or you have features that make it easier. Cold.

Blizzard - Visibility low to none. Tracks fill in within a matter of minutes. Extremely easy to get lost. Ranged attacks are nearly impossible. Difficult to hear.

Wild Magic Storm - Crackling arcane energy swirls around the sky. Every round of combat, every 10 minutes of travel, and every time a spell is cast; roll on the wild magic table

Reputation/Renown System

How the general public and various guilds view your characters. Each guild and settlement may have a different view of your character

Relationship System

How various individual NPCs view your character. You may have higher relationship with a certain guard than the other guards in general.

Favour

How the Gods view you. You may have a better relationship with certain Gods than others

Hunting and Foraging

Benefits from hunting and foraging. Casting spells and combat is hungry work. The more strain you put on your body (working, being injured or ill, etc) the more you will need to eat.

Inspirations for this world

Inspirations for this world come from many sources. This includes, but is not limited to, Greek mythology, Inuit folklore, North American First Nation folklore, Chinese mythology, aboriginal folklore, Celtic mythology, British folklore, and Norse mythology. Various videogames, TV shows, books, and movies also provided some inspiration. I have researched as best as I can, and adapted where necessary, including names and lore. In several cases, stuff had to be changed out of respect to different cultures, or even omitted entirely. If you wish to learn more about different mythologies and cultures, please seek out authors and storytellers from those cultures.