


mysteries
of a
BROKEN
world

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Preview Copy

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Credits

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Chapter 1

Introduction

An apocalypse destroyed the world as it used to be. No one knows what caused it or recalls what the old world was like. Most refer to the apocalypse as the Breaking of the World, or 'The Breaking' for short.

In the aftermath of the Breaking, most of the world has been overtaken with untamed wilderness. Scattered throughout the wilderness are the ruins of the old world, and occasionally a large town known as a freehold.

There is some trade between freeholds, but the distance and danger between them makes sharing supplies and knowledge difficult. Ruins are filled with artifacts and

knowledge that could help your freehold survive and thrive. The wilds and the ruins also have an abundance of horrific, magic-twisted monsters.

You know little of the world outside of your freehold, but perhaps it's time to start to learn more. It is up to you to help rebuild your community. Do you have the courage, skill, and luck to bring back treasures from the dark places? Will you save your Freehold from the encroaching wilds?

These are your stories now. Go forth, and uncover the Mysteries of a Broken World!

Chapter 2

Character Creation

This chapter details the rules for creating the character you will play. If your Mystery Weaver is providing characters for you, you can skip this chapter.

Summary of Character Creation

1. Roll ability scores
2. Choose a bloodline
3. Choose an archetype
4. Choose a background
5. Choose an alignment
6. Roll for afflictions
7. Choose spells, if applicable
8. Roll for mana points, if applicable
9. Roll for hit points
10. Roll for starting money
11. Fill out details, as desired

Ability Scores

For each of the six scores, roll 3d6.

You may swap two scores once after you've finished rolling, OR you can reroll all six scores once.

Strength: A measure of your physical might. Governs how much damage you do in melee combat.

Dexterity: Your agility and deftness. Affects your ranged combat damage and when you act in combat.

Constitution: A reflection of your physical and mental endurance. This affects your total Hit Points as well as your resistances.

Wisdom: This is a measure of your common sense and understanding of the ways of the world. It is vital for adherents of the divine.

Intelligence: This is how clever and learned you are. It affects arcane spellcasting and how many languages you know.

Charisma: This is your social ability, force of personality, and general attractiveness. It affects how many NPC retainers you can have, as well as leadership and persuasion.

Bloodline

Choose one of the following as your bloodline. The bloodlines found in any given Freehold vary greatly.

Dwarf

Adulthood: 50 years

Maximum Age: 300 years

Dwarves are short and stocky. Both men and women can grow prodigious beards. They have a natural affinity for stone and can navigate underground as if they could see for miles.

Elf

Adulthood: 50 years

Maximum Age: Unknown

Elves are thin, tall, and elegant. Their ears are pointed. They live eternally unless slain. Elves are agile and quick and have an affinity for magic. No living elf is old enough to remember the Breaking.

Halfling

Adulthood: 20 years

Maximum Age: 200 years

Halflings are short, but normally proportioned for their size. They have large, hairy feet and usually go barefoot. Many seem to have a knack for moving quietly.

Human

Adulthood: 18 years

Maximum Age: 100 years

Humans vary greatly in appearance and demeanor. Their skin ranges in color from deepest black to palest white, with no one hue being more common than the others.

Minotaur

Adulthood: 20 years

Maximum Age: 150 years

Minotaurs are large, bulky humanoids with the head and horns of a bull. They tower over most other bloodlines.

Sandman

Adulthood: 20 years

Maximum Age: 100 years

Sandmen are humanoids that appear to be made of sand. Their eyes are glassy and their skin is yellow or brown. They feel no heat or cold.

Archetype

Choose one of the following. This is your character's primary profession and the source of your main abilities. It also gives you your Hit Die.

Alchemist

Hit Die: d4

Armor Allowed: Leather, Padded

Weapons Allowed: Any one-handed

Alchemists are brewers of potions and transmuters of materials. They have a greater understanding of the laws of the natural world than most others. An alchemist may craft potions.

Berserker

Hit Die: d10

Armor Allowed: None

Weapons Allowed: Any

Berserkers are warriors who have made a pact with the spirit of Fury. During battle they may give themselves over to Fury, gaining great strength and speed. However, they have no control over their actions until Fury releases them.

Bard

Hit Die: d4

Mana Die: d6

Armor Allowed: Leather, Padded

Weapons Allowed: Any one-handed

Bards are musicians who weave magic into their songs. They might use musical instruments or rely only on their voice. Their magic is subtle and moving. Bards may learn spells from the Enchantment list.

Demon-Caller

Hit Die: d4

Mana Die: d8

Armor Allowed: None

Weapons Allowed: One-handed melee

Demon-callers are aggressive magic-users who derive their power from dark entities. They have made pacts to gain power, and must serve the ends of their patron. A demon-caller may learn spells from the Demonic list.

Man-At-Arms

Hit Die: d6

Armor Allowed: Any

Weapons Allowed: Any

Men-at-arms are professional soldiers. Their craft is war. They are proficient in the use of all weapons and armor. A man-at-arms may choose one weapon to specialize in, and from that point forward, gain a +1 to hit with that weapon.

Monk

Hit Die: d8

Armor Allowed: Padded

Weapons Allowed: None

Monks are warriors of a particular church. They eschew the use of weapons and armor in favor of perfecting unarmed combat. Each church has a different style of fighting, usually themed after the tenets of their patron god.

Paladin

Hit Die: d8

Armor Allowed: Any

Weapons Allowed: Any

Paladins are zealous soldiers of a particular church. They adhere strictly to a code of conduct, even when that adherence puts them or others at risk. A paladin may heal another fully by touching them and invoking their deity once per day.

Priest

Hit Die: d6

Mana Die: d6

Armor Allowed: Leather, Padded, Chain

Weapons Allowed: Any blunt

Priests are the voices of the gods. They adhere rigidly to the rituals and practices of their church, and in exchange, are given the ability to work miracles. Priests may use spells from the Divine list. They may also Turn Undead.

Ranger

Hit Die: d6

Armor Allowed: Leather, Padded

Weapons Allowed: Any ranged, one-handed melee

Rangers are woodland archers and hunters. Their proficiency in stealth is unmatched. They know the woods more than any other mortal. A ranger gains +1 to hit with bows.

Channeler

Hit Die: d4

Mana Die: d12

Armor Allowed: None

Weapons Allowed: One-handed melee

Channelers are arcane spellcasters that do not rely on book learning for their magic. Instead, they may innately cast spells. Channelers only get spells from the Elemental list. They may not learn spells from any external source. Instead, every time a channeler gains a level, he chooses one new spell from the Elemental list.

Thief

Hit Die: d6

Armor Allowed: Leather, Padded

Weapons Allowed: Any one-handed

Thieves are rogues and highwaymen. They are skilled at sneaking into places and stealing whatever valuables may lie therein. A thief excels at picking locks, disarming or setting traps, and is a master of all forms of stealth.

Tree-Speaker

Hit Die: d4

Mana Die: d8

Armor Allowed: Leather, Padded

Weapons Allowed: Any one-handed

Tree-speakers are spellcasters in tune with the natural world. They revere nature and work to protect it and maintain its balance. Tree-speakers may use spells from the Nature list.

Wizard

Hit Die: d4

Mana Die: d8

Armor Allowed: None

Weapons Allowed: One-handed melee

Wizards are arcane scholars and practitioners of High Magic. They study the inner workings of magic and seek to unlock its deepest secrets. Wizards may learn spells from any list other than Divine or Demonic.

Background

The following reflects a profession or calling that your character had prior to picking up the mantle of adventurer, or that their parents wanted them to pick up, or something along those lines. It represents your general area of knowledge, as well as some specific skills you might apply when not off adventuring.

You may choose one, or roll 1d100 on the table.

Roll	Background
01-02	Apothecary
03-04	Armorer
05-06	Astronomer
07-08	Baker
09-10	Barber
11-12	Barrister
13-14	Blacksmith
15-16	Bookbinder
17-18	Bowyer
19-20	Brewer
21-22	Bricklayer
23-24	Butler
25-26	Candlemaker
27-28	Carpenter
29-30	Cartographer
31-32	Chaplain
33-34	Cook
35-36	Courtesan
37-38	Dyer
39-40	Engraver
41-42	Falconer
43-44	Farmer
45-46	Fisherman
47-48	Fortune Teller
49-50	Furrier
51-52	Gardener
53-54	Glassblower
55-56	Gravedigger
57-58	Herald
59-60	Horse Trainer
61-62	Hunter
63-64	Innkeeper
65-66	Jester
67-68	Leatherworker
69-70	Merchant
71-72	Moneylender
73-74	Musician
75-76	Painter
77-78	Poet
79-80	Potter
81-82	Rat Catcher
83-84	Sailor
85-86	Scout

87-88	Scribe
89-90	Sculptor
91-92	Shipwright
93-94	Shoemaker
95-96	Squire
97-98	Town Guard
99-00	Trapper

Table 2.1: List of backgrounds

Alignment

Your character's alignment reflects what primal force influences their life. It may manifest subtly, such as in influencing your character's decisions. It may also manifest dramatically, such as a monster with the same alignment appearing in the area. Such major manifestations are rare, however.

Characters can only use magical items that share their own alignment, or have no alignment.

Equilibrium: The primal force of Equilibrium seeks to limit all other forces. Those who align with Equilibrium are just, merciful, or callous.

Chaos: The primal force of Chaos seeks continual renewal and change. Those who align with Chaos are impulsive, brash, or mercurial.

Destiny: The primal force of Destiny seeks continuity and predictability. Those who align with Destiny are imperious, fatalistic, or resilient.

Void: The primal force of Void seeks emptiness, clarity, and purity. Those who align with Void are thoughtful, stern, or aloof.

Afflictions

Afflictions are random mutations caused either by mutant parentage or by encountering a place of wild magic left over from the Breaking. Regardless of whether the Affliction has a positive effect or not, all those who have an Affliction are shunned by normal society. They are regarded as the Afflicted.

Your character has a chance to have an Affliction at character creation. Roll 1d100. If the result is 3 or less, roll 1d100 on the following table.

Roll	Affliction
01-03	Albinism
04-08	Allergies
09-10	Black and White Vision

11-13	Claws
14-19	Color Blindness
20-21	Dwarfism
22-25	Enhanced Sense of Smell
26-28	Extra Fingers
29-33	Fangs
34-35	Forked Tongue
36-39	Functional Gills
40-41	Fur
42-46	Gigantism
47-50	Hairless
51-53	Horns
54-55	Occasional Seizures
56-60	Odd Hair Color
61-67	Oddly Colored Skin
68-69	Permanent Boils
70-73	Scaly Skin
74-75	Strong Body Odor
76-78	Tail
79-81	Third Eye
82-84	Thorny Skin
85-96	Unnatural Eyes
97-98	Webbed Feet
99-99	Weird Voice
00-00	Roll Again Twice

Table 2.2: List of afflictions

Spells

If your character has a spellcasting archetype, then choose one spell from the appropriate spell lists. This is the spell that your character knows at the start of their journey.

Mana Points

If your character has a spellcasting archetype, then roll the Mana Die of your archetype. If the result is a 1, you may reroll once. If your Intelligence is higher than 12, add 1 to the result. This is your maximum Mana Points.

Hit Points

Look up the Hit Die of your archetype. Roll one of those dice. If the result is a 1 or a 2, you may reroll once. If your Constitution is higher than 12, add 1 to the result. This is your maximum Hit Points.

Starting Money

Your character begins the game with 3d6 x 10 silver coins. You can use this money to buy starting equipment. See the Equipment chapter for a list of things

that you can buy. Adventurers typically are given this money by the freehold they belong to, but the money may come from other sources.

Character Details

You may wish to write down a few extra details about your character, though this is not required. Some things you might want to think about are:

- Age
- Gender
- Weight
- Height
- Hair Color and Style
- Eye Color
- Skin Color
- Body Shape
- Family
- Hobbies
- Motivations
- Core Beliefs

Advancement

Your character will gain Experience Points for bringing treasure and knowledge back from the wilds. Experience Points (or XP for short) are only gained once your character returns what they've found to the rulership of their Freehold.

Once you have earned enough XP, you will gain a level. Once you do so, you roll your archetype Hit Die and add the result to your maximum Hit Points. If your Constitution score is higher than a 12, you add 1 to this total each time you level up.

If you have a spellcasting archetype, the maximum level of spell that you can cast increases by 1 each time you level up. So, if you are level 3, you can cast up to (and including) level 3 spells. Also, roll your archetype Mana Die and add the result to your maximum Mana Points. If your Intelligence score is higher than a 12, you add 1 to this total each time you level up.

Levels are gained every 1,000 XP.

Learning Spells

New spells are only gained by learning them from artifacts found in the ruins of the old world. Most often, these will be spell scrolls or books. Another spellcaster who knows the spell you seek to learn may be able to

teach it to you, but you must meet the level and spell list restrictions in order to learn it.

Learning a new spell takes a number of weeks equal to the spell's level. The caster must spend that time studying and practicing.

Chapter 3

Equipment

The following is a list of all the equipment that characters might buy or otherwise acquire through their adventures.

Note: because freeholds are isolated and have little in the way of resources, it's unlikely that any given freehold will have everything in these lists.

In particular, things that require a lot of artisanal skill to create—like full plate—are going to be extremely rare.

Costs and Currency

After the breaking of the world, there was no central authority to control the value of coinage. As such, no one currency is considered to be the standard.

Much coinage still exists in the world, but it's judged by its weight and not its appearance.

For simplicity's sake, all costs in this chapter are given in gold coins (gc), silver coins (sc), copper coins (cc), or pieces of eight (pe).

A gold coin is worth ten silver coins.

A silver coin is worth ten copper coins.

So, a gold coin is worth a hundred copper coins.

Also, copper coins are often cut into pieces for smaller transactions. A single coin will be cut into eight pieces, and so "pieces of eight" are used for things that cost less than a copper coin.

Most people do not have a steady income. However, the average village craftsman will likely earn roughly 8 gc over the course of a year in a freehold.

Armor

Type	Armor Class	Cost
Padded	11	2 gc
Leather	12	5 gc
Chain	13	12 gc
Splint	14	17 gc
Scale	15	24 gc
Breastplate	16	50 gc
Full Plate	17	150 gc

Table 3.1: Types of armor

Shields

Shields increase the user's Armor Class by 1 if worn. Note: tower shields are not meant to be worn, but rather to be used as mobile walls.

Type	Cost
Buckler	2 gc
Heater	4 gc
Tower	20 gc

Table 3.2: Types of shields

Weapons

Weapon	Hands	Type	Melee/Ranged	Cost
Two-handed Axe	2 H	Slashing Melee	7 gc	
Hand axe	1 H	Slashing Melee	4 gc	
Short Sword	1 H	Slashing Melee	7 gc	
Longsword	1 H	Slashing Melee	10 gc	
Two-handed Sword 2 H	Slashing Melee	15 gc		
Staff	2 H	Blunt	Melee	5 sc
Dagger	1 H	Piercing Melee	1 sc	
Pick	1 H	Piercing Melee	1 gc	
Morningstar	1 H	Blunt	Melee	5 gc
Mace	1 H	Blunt	Melee	3 gc
Maul	2 H	Blunt	Melee	6 gc
Warhammer	1 H	Blunt	Melee	5 gc
Trident	2 H	Piercing Melee	5 gc	
Spear	2 H	Piercing Melee	2 gc	
Polearm	1 H	Piercing Melee	7 gc	
Flail	1 H	Blunt	Melee	4 gc
Whip	1 H	Blunt	Melee	6 sc
Sling	1 H	Blunt	Ranged	5 cc
Shortbow	2 H	N/A	Ranged	3 gc
Longbow	2 H	N/A	Ranged	8 gc
Crossbow	2 H	N/A	Ranged	10 gc
Arrows x10	N/A	Piercing N/A	5 sc	
Crossbow Bolts x5 N/A	Piercing N/A	1 gc		

Table 3.3: List of afflictions

Note: You can use bows as a blunt weapon, but they will break the first time you do this. After that, they are useless until repaired.

Tools

These tools are readily available in most freeholds.

Type	Cost
Anvil	1 gc
Armorer's tools	13 gc
Augur	2 pe
Backpack 5 sc	
Bellows	1 gc
Hammer	1 cc
Hand mirror	1 gc

Iron spike	1 pe
Rope (50ft)	1 cc
Sack, large	5 cc
Sack, small	1 cc
Shovel	2 pe
Spade	1 pe
Torch	1 cc
Vise	6 sc

Table 3.4: Types of tools

Food and Drink

Most common items found in inns and country houses are listed here. More exotic foods and drinks are covered in the world-building chapter.

Type	Cost
Ale (good), 1 barrel	4 sc
Ale (good), 1 mug	2 pe
Ale (poor), 1 barrel	2 sc
Ale (poor), 1 mug	1 pe
Egg	1 pe
Fish (fried)	2 pe
Fish (salted)	4 pe
Handful of sugar	1 sc
Haunch of meat	1 cc
Loaf of bread	1 pe
Meat stew	5 pe
Side of Bacon	6 cc
Wedge of cheese	1 pe
Wine (good), 1 bottle	9 pe
Wine (poor), 1 bottle	3 pe

Table 3.5: Types of food and drink

Livestock

While adventuring or traveling for long periods of time, it may be helpful to have a ready meat source available.

Type	Cost
Chicken	4 pe
Cow	4 sc
Goat	1 sc
Goose	6 pe
Sheep	2 sc

Table 3.6: Types of livestock

Horses

Horses are valuable. A single quarterhorse is likely the most expensive thing a typical farmer owns. In the world after the Breaking, horses that are formally trained for battle are almost unheard of.

Type	Cost
Quarterhorse	1 gc
Riding horse	10 gc
Warhorse	1,000 gc

Table 3.7: Types of horses

Housing

Building a house requires land ownership or rent, if you're building it near a freehold. If you're building in the wilderness, good luck to you.

Renting a room for a night at an inn varies, but is commonly less than a copper coin.

Type	Cost
Cottage	10 gc
Craftman's house	40 gc
Merchant's house	120 gc
Noble's house	500 gc

Table 3.8: Types of housing

Chapter 4

Spells

This chapter lists all of the spells available to characters.

Demonic, Level One

Beetle Boils

Range: 25'

Duration: 2 rounds

Mana Point Cost: 2

You hurl a bag of dried beetle wings and cow's blood at the victim. Their body is immediately covered, head to toe, in painful boils. At the end of the spell, the boils burst and small beetles erupt forth from them. The burst causes 1d4 damage and horrifies the victim. The beetles will fly away from the victim. These beetles have the essence of their victim within them, and may be used as components for spells that require such.

Ferocious Corruption

Range: Infinite

Duration: 24 hours

Mana Point Cost: 3

You create an effigy of a specific living thing. The effigy must be made with some part of the thing in question, whether a hair or blood or other piece. As soon as you submerge the effigy in a concoction of wine and blood, the victim becomes angrier and more aggressive, even towards friends.

Withering Touch

Range: Touch

Duration: Instantaneous

Mana Point Cost: 2

You touch a living thing and drain its life essence, causing 1d8 damage and making the target visibly weaker and shrivelled. In humanoids, this can take the form of an almost skeletal appearance, with sunken eyes and skin stretched thinly over the bones. The appearance effect lasts until the victim gets a good night's sleep.

Demonic, Level Two

Curse of Eyes

Range: 25'

Duration: 1 day

Mana Point Cost: 2

You gaze at a creature within range and your eyes flash red for a moment. For the duration of the spell, the affected creature feels a strong sense that they are being watched. Additionally, you can occasionally sense what the victim is feeling, no matter how far away you are. This only extends to emotions and not to physical senses or thoughts.

Plague of Bones

Range: Touch

Duration: 1d4 rounds

Mana Point Cost: 2

You stab a creature with a bone shard inscribed with unholy symbols. For the duration of the spell, they are wracked by sharp pain as their bones grow millions of tiny spines. This deals 2d6 damage. After the spell ends,

the spines vanish, but the creature's bones will always bear the same symbols that you inscribed on the shard.

The object or living thing that you touch becomes covered in a fine mist of water. It's not enough to douse a flame, but it may deter a flame from starting.

Divine, Level One

Censure

Range: 25'

Duration: 1 round

Mana Point Cost: 1

You cry out a brief declaration at the victim, and they are immediately brought to their knees. They are forced to remain that way for the duration of the spell.

Consecrate Ground

Range: Special

Duration: 24 hours

Mana Point Cost: 3

By tracing the intended area of effect with your footsteps while chanting a prayer to your patron deity, you consecrate the area in their name. For the duration of the spell, any creatures opposed to the will of your patron deity find it difficult to enter the affected area. Entering the area causes them physical pain, though it does no damage. You may trace an area of any size or shape, as long as you are able to complete the tracing of the area within a single recitation of your prayer. The area extends up to ten feet above and below the area traced.

Ease Pain

Range: Touch

Duration: Instantaneous

Mana Point Cost: 2

You lay a hand on a creature or person and they immediately feel better, both physically and mentally. They regain 1d4+1 lost Hit Points and any suffering they are undergoing is reduced in severity.

Elemental, Level One

Dampen

Range: Touch

Duration: Instantaneous

Mana Point Cost: 1

Fresh Air

Range: 50'

Duration: Instantaneous

Mana Point Cost: 1

You clap your hands together and all of the air in range of the spell is immediately clean and clear. If there's a vacuum, it is filled with clean air. Anyone in range of the spell that is asphyxiating can immediately breathe again, if only for a moment.

Kindle Flame

Range: 5'

Duration: Instantaneous

Mana Point Cost: 1

A nonliving, flammable object within range suddenly lights on fire. The initial flame is no bigger than the palm of a hand, but it can spread quickly.

Minor Quake

Range: 20'

Duration: 1 round

Mana Point Cost: 2

For the duration of the spell, a 3' radius circle of earth within range shakes and rumbles. Any creatures standing on the affected area are thrown off balance. Any actions they attempt that require a dice roll have a -1 penalty.

Elemental, Level Two

Find Water

Range: 1 mile

Duration: 10 minutes

Mana Point Cost: 2

Any sources of water within range become known to the caster. Whether they are salt water or fresh, drinkable or not, also becomes known. For the duration of the spell, the caster is aware of exactly how far away and in what direction each source of water is.

Enchantment, Level One

Charm Small Animals

Range: 10'

Duration: 1 hour

Mana Point Cost: 1

All non-magical animals in range of the spell that are smaller than a dog are immediately friendly towards you. They enjoy your company and will protect you from threats as long as their own safety is not threatened.

Levity

Range: 30'

Duration: 5 minutes

Mana Point Cost: 2

A creature in range is suddenly possessed of great joy and happiness. It is far less likely to be hostile, and far more likely to be friendly. The effect is cancelled if the creature is attacked or otherwise harmed.

Lighten

Range: Touch

Duration: 24 hours

Mana Point Cost: 2

For the duration of the spell, the object or living thing that you touch weighs half as much as it normally does.

Obscure Object

Range: Touch

Duration: 10 minutes

Mana Point Cost: 2

An object smaller than a housecat becomes difficult to see for the duration of the spell. It doesn't become invisible; rather, anyone looking in its direction finds their attention shifts away from it and they can't quite make out what it is. Only the caster is able to see the object normally.

Gate Magic, Level One

Blink Object

Range: 10'

Duration: Instantaneous

Mana Point Cost: 1

A nonliving object smaller than a door is instantly teleported up to five feet away from its original position. It must teleport to an empty space, and it doesn't necessarily teleport exactly to the point specified.

Message

Range: 10 miles

Duration: Instantaneous

Mana Point Cost: 2

You write a letter in magical characters on a simple piece of paper. After you chant a few brief words and touch the letter, it immediately vanishes. The recipient of the letter sees the words of the letter appear in the air before them in a language they can read. As soon as they finish reading the letter, or if ten minutes pass, the words vanish.

Second Step

Range: Touch

Duration: 10 minutes

Mana Point Cost: 2

For the duration of the spell, the creature that you touch walks or runs twice as fast as normal. This does not affect combat actions. The affected creature is hungry immediately after the spell ends.

Nature, Level One

Find Healing Plants

Range: 1 mile

Duration: 1 hour

Mana Point Cost: 2

You close your eyes and are immediately aware of any and all plants in range of the spell that have healing properties. You know what those properties are and how to use them for the duration of the spell.

Minor Growth

Range: Touch

Duration: Instantaneous

Mana Point Cost: 1

You touch a patch of dirt. Shortly afterward, a plant of your choice sprouts from the dirt, fully grown. The plant must be a nonsentient variety.

Vines

Range: 10'

Duration: Instantaneous

Mana Point Cost: 2

Creeper vines burst from the ground and rapidly grow up the side of a wall or building in range. The vines cover an area 10' x 10' in size. After that, they cease their rapid growth and are, for all intents and purposes, just normal vines.

Necromancy, Level One

Ghost Touch

Range: Touch

Duration: 1 hour

Mana Point Cost: 2

You touch someone (or perhaps yourself) and chant a brief couplet. That person is then able to touch ghosts as if they were material creatures. This includes being able to hit them with nonmagical weapons, but not anything that leaves their grasp (such as arrows).

Haunted Visage

Range: Self

Duration: 30 minutes

Mana Point Cost: 1

You utter a few guttural words, and your appearance changes. You appear as if recently risen from the dead, with gaunt features and pale skin. The odor of freshly turned earth accompanies you.

Speak to Spirits

Range: Earshot

Duration: 10 minutes

Mana Point Cost: 1

You send part of your consciousness into the spirit world. While in this state, you can speak to any spirits within the immediate vicinity. Taking damage in the material world will end the spell.

Thought Magic, Level One

Project Consciousness

Range: 100'

Duration: 10 minutes

Mana Point Cost: 2

You abandon your body, causing it to fall lifeless for the duration of the spell. Your consciousness appears roughly in the area you specify, though you have the same senses you would as if you were physically in the area. Your consciousness is undetectable to normal senses. You may end the spell early at will and return to your body. You are aware of any harm that happens to your body, and if you are killed while in this state, your consciousness immediately becomes an enraged ghost.

Store Memory

Range: Self

Duration: 5 minutes

Mana Point Cost: 1

You store the memory of everything that happens in your immediate vicinity for the duration of the spell inside a crystal you are holding as the spell ends. Afterwards, anyone who speaks the command word "alhora" while holding the crystal experiences everything you experienced. Once the memory has been experienced three times, the memory vanishes from the crystal. Only one memory may be stored at a time in a given crystal.

Word of Warning

Range: 10 miles

Duration: Instantaneous

Mana Point Cost: 1

You visualize a person and make an arcane gesture with your hands. You then send a single, brief sentence to them mind-to-mind. They "hear" the sentence in their mind and can sense whatever emotion you currently have.

Chapter 5

Game Rules

The objective of the game is for the players to develop interesting stories about their characters and the world they're exploring. There is no way to "win" the game. If a character dies, then the player can create a new character and continue with the party's story.

While characters will gain power and possessions over time, the most valuable progression is in their interactions with each other, with their freehold, and with the world at large.

This chapter tells you how to play this game.

The Mystery Weaver

One player acts as the Mystery Weaver and is the referee and guide for the game. She is responsible for building the game world, setting up encounters, and guiding the players through the game. When a dispute arises, the Mystery Weaver has final say.

The Golden Rule

The Golden Rule is this:

If the rules do not specify what happens in a given scenario, the group chooses how to handle it.

The Golden Rule should be invoked when the rules are unclear or simply don't cover the scenario. Generally, choose whatever sounds the most fun.

Taking Turns

Each player takes turns describing their actions. A turn is meant to represent a different amount of time in the game world, depending on what the acting character

is involved in. The following are the three types of scenario that determine how long a turn is.

Combat: In the thick of a battle, the action is fast and furious. Turns represent five seconds.

Active: When characters are in unfamiliar surroundings or otherwise paying close attention to what's going on around them, turns represent roughly five minutes.

Extended: Any scenario not covered by the first two counts as extended time. A turn in this case is arbitrary in game time length, and the players should agree on what it means.

Turn Order

Outside of combat, turn order is up to the players and Mystery Weaver. Just make sure that everyone gets a turn, including the quiet players.

Encounters

As player characters move around the world, they will encounter other characters, creatures, and monsters. These encounters rarely start out as hostile, unless the player characters are doing something that would put them directly at odds with the other characters.

On initially encountering someone (or something) else, the party as a group must make a single Encounter roll to determine the other party's disposition towards them. Roll 1d12 and consult the following table.

Roll	Result
1-2	Immediate attack
3-5	Hostile, but warning
6-10	Neutral
11-12	Curious or friendly

Table 5.1: Encounter roll results

Starting Combat

When player characters get into a fight with someone else, we say that "combat begins." Combat turn order takes over from normal turn order. In combat turn order, the characters all act in order of highest Dexterity. If two or more characters have equal Dexterity, they roll 1d6, and the higher roller goes first. This turn order is set at the very beginning of combat and doesn't change.

Characters controlled by the Mystery Weaver act all at once, in whatever order the Mystery Weaver decides. They always go after all the players in the combat turn order.

Attacking

If a character attacks another character or monster as its combat turn action, the controlling player rolls 1d20 and compares it to the Armor Class of the target. If the roll is higher, the attack hits and deals damage. Otherwise, it misses, is deflected, or is dodged.

The Armor Class of an unarmored target is 9.

Dealing Damage

Weapons do 1d6 damage on a successful hit. Unarmed strikes do 1d4 damage. This damage is subtracted from the target's current Hit Points. If those Hit Points reach zero, then the target dies.

Death and Unconsciousness

When a character dies, his player may make a Saving Throw (if he hasn't already used it for the day). If the Saving Throw is successful, he stays at 1 Hit Point, but is knocked unconscious.

Monsters and other Mystery Weaver-controlled characters do not make Saving Throws.

Casting Spells

A character spends Mana Points to cast spells. Each spell specifies how many Mana Points it costs to cast. A spell can't be cast if the cost is higher than the Mana Points the caster has remaining.

Traps

While exploring, characters may encounter traps. Before they run into them, the Mystery Weaver rolls 1d20. If the number is higher than 15, then one or more of the player characters spots the trap before it's triggered.

Disarming traps: A character that chooses to try and disarm a trap rolls 1d20. If the result is lower than her Dexterity, the trap is disarmed. Otherwise, she triggers the trap!

Traps have different effects. See the Traps appendix for more information.

Saving Throws

Saving Throws allow players to avoid dire consequences like death or dismemberment. Once per day of in-game time, a player may make a Saving Throw. He rolls 1d20, and if the result is 16 or higher, he succeeds. The Mystery Weaver determines the alternative effects.

Saving Throws are most commonly used to avoid death. However, they may also be used to avoid the worst effects of spells, traps, or other hazards.

Difficult Actions

If a player character attempts an action that is really difficult, then her player must roll 1d20 and try and get under the appropriate Ability Score. The Mystery Weaver determines which Ability is the appropriate one. If the roll is under the Ability Score, the action is successful. Otherwise, it fails, and the Mystery Weaver determines what happens as a result.

Encumbrance

There are no mechanical limits to how much a character can carry, but the Mystery Weaver is free to judge this for herself. Common sense applies.

Ammunition

Mundane ammunition like arrows doesn't need to be tracked. However, always keep track of special ammunition that is hard to come by, such as enchanted arrows. The Mystery Weaver has final say as to what counts as special ammunition.

Natural Healing

Damage is healed at a rate of 2 HP whenever the character sleeps. If he is eating and drinking properly, he heals 4 HP instead of 2 HP. See below.

Food and Water

Player characters must eat at least twice a day, and drink water at least once a day. Going without either food or water for more than a day takes its toll.

If a character is eating and drinking enough, he will heal for 4 HP whenever he sleeps instead of 2 HP.

If a character doesn't eat for at least three days, all of his ability scores drop by 1 temporarily. Every day thereafter, they drop another 1 point. If any of them reach 0, the character dies. A character who hasn't eaten for longer than three days does not heal when sleeping.

If a character doesn't drink water for three days, he dies.

Sleep

If a character goes without sleep for over three days, he dies.

Light

Most dungeons and ruins are dark places with little or no light. Characters must bring their own light with them. Many denizens of the dark fear the light, and are particularly afraid of fire.

Lit torches illuminate a spherical area 10 feet in diameter. They last for about an hour before burning out.

Lit lanterns illuminate the same area, but last for as long as they have oil. A full lantern will burn for eight hours.

Campfires illuminate a spherical area 20 feet in diameter.

Hex Maps and Exploration XP

Players map out the world using paper divided into hexagonal areas. Each hex represents an area of the world that is 2 miles to a side.

The Mystery Weaver starts the game by giving the players a hex map with their freehold and two rings of hexes around it filled in. The rest of the world is unknown to the player characters.

Every time the party maps a new hex, each member of the party gains 50 XP.

Chapter 6

Monsters

This chapter lists monsters and other creatures that the players might encounter.

The monster entries list out the monster's statistics and describe the monster.

Armor Class is the monster's armor class.

Hit Dice is the number of dice the Mystery Weaver rolls to determine the monster's Hit Points when it appears.

Move is the movement the monster is capable of in a single round.

Attacks is a list of the different attacks a monster can make.

No. Appearing is the number of monsters of that type that the players run across in a single encounter.

Treasure Type is the treasure that the monster has on it or in a nearby location.

Intelligence is the general intelligence of the monster. This follows the normal 3-18 range.

Alignment is the alignment that the monster is attuned to.

Ganter

Armor Class: 13

Hit Dice: 1

Move: 30'

Attacks: Claws

No. Appearing: 2-8 (2d4)

Treasure Type: Meager

Intelligence: 7

Alignment: Void

Ganters are vicious predators. They are humanoid, but with large elongated heads and reptilian skin. They have three eyes, and on each hand, three clawed fingers. Though sentient, their primary goal is to devour all sentient living things. Ganter society is organized on the principle that death is the natural state of all things, and they happily practice their beliefs by killing and eating everyone they come across. They are a joyful race and honestly believe they are doing everyone a favor.

Goblin

Armor Class: 11

Hit Dice: 1

Move: 30'

Attacks: Short sword, spear, or sling

No. Appearing: 1-4 (1d4)

Treasure Type: Meager

Intelligence: 7

Alignment: Chaos

Goblins are small, foul-smelling creatures with reedy limbs, pointed ears, and crooked noses. Their yellow eyes look greedily upon everything they see. The driving force behind a goblin's decisions is hunger first and greed second. They are cowardly creatures.

Hobgoblin

Armor Class: 15

Hit Dice: 1

Move: 30'

Attacks: Spear, trident, or throwing axe

No. Appearing: 1-4 (1d4)

Treasure Type: Raider

Intelligence: 10

Alignment: Chaos

Hobgoblins are larger, more intelligent, and more vicious cousins to goblins. They have yellow or sand-colored skin, bright red eyes, and stand around six feet tall. Where goblins are cowardly, hobgoblins are devious. While they won't shy from a fight, they prefer to lay traps and set ambushes.

Orc

Armor Class: 14

Hit Dice: 1

Move: 30'

Attacks: Short sword, hand axe, or short bow

No. Appearing: 1-4 (1d4)

Treasure Type: Meager

Intelligence: 8

Alignment: Chaos

Orcs are brutish creatures with pointy ears and green skin. They have short tusks protruding from their lower jaw and a slanted brow. Large and violent, orcs are prone to raiding and pillaging. They have thrived in the chaos that followed the Breaking. Some say there are orcish cities in the wilderness where bloodshed is the only law.

Orthrus

Armor Class: 14

Hit Dice: 3

Move: 60'

Attacks: Two bites

No. Appearing: 1

Treasure Type: None

Intelligence: 5

Alignment: Destiny

An orthrus is a two-headed hound commonly found living with giants. It stands six feet at the shoulder and comes in a variety of mud colors. Orthruses are loyal companions and more intelligent than most beasts, though their two heads sometimes compete with each other over affections.

Chapter 7

Traps

The following are a number of traps that players may run into.

Chapter 8

Treasure

This chapter lists all the various kinds of treasure that players may come across. It refers not only to mundane treasures and valuables, but also magical artifacts and types of recorded knowledge.

Treasure Types

Each of the following is a treasure type table.

Meager

Roll	Treasure
1	1d10 pieces of eight
2	1d4 copper coins
3	A soiled rag
4	The bleached tooth of a local predator
5	A small bag of insects
6	A portion of unspoiled food

Table 8.1: Meager treasure

Raider

Roll	Treasure
1	1d6 copper coins
2	A trophy from a previous kill
3	A crude map of the area
4	1d4 silver coins
5	One day's worth of cured meat
6	A half-full waterskin

Table 8.2: Raider treasure

Chapter 9

World Building

This chapter is meant only for the Mystery Weaver. It offers guidance on how to build a game world appropriate for *Mysteries of a Broken World*.

Generating a World with Hexes

All world generation stems from the hex map that the Mystery Weaver uses to keep track of the world and the players' interaction with it.

Each hex on the map represents an area that is 2 miles to a side. All of the rules presented here are intended for working with hexes. While it's possible to adapt them to work with square grids or other systems, hexes work best.

Building the Players' Freehold

The first world-building task for any *Mysteries* Mystery Weaver is to create the freehold that the player characters call home. This will be the players' home base, their main source of food and information, and their cultural foundation.

All freeholds are towns with specific characteristics. They're big enough to support a self-sufficient community, but small enough that they're still struggling to survive. Usually this means they have between 5,000 and 10,000 inhabitants.

Roll on the following tables to generate the freehold.

Roll	Population
1	5000
2	6000

3	7000
4	8000
5	9000
6	10000

Table 9.1: Freehold populations